

Advanced Dungeons & Dragons®

Official Game Accessory

PLAYER CHARACTER RECORD SHEETS



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How to Use:

The AD&D® Player Character Sheets consist of two parts: the Character Record and Spell Planners. Each form is easy to fill out and use. Brief explanations of how to complete each form follow.

You should use a pencil when filling out these sheets!

The Character Record (Front)

This Character Record has been designed so that it can be used with any character class, including Oriental Classes. The variety of special abilities for each class may be recorded in the special section at the base of the front page. Some examples of how to organize this information is given on the inside back cover.

Most of the special abilities due to the character's race may be recorded in special areas located about the front.

The front of the Record sheet is designed to list all the information commonly used during encounters.

Abilities: First, fill out the character's ability scores and note any attendant modifiers beside them.

Identifiers: Next, select your character's name, alignment, race, and character class and fill in the top of the page.

Saving Throws: Record any bonuses or penalties for saving throws in the spaces to the right of the column of circles and note what causes these modifiers. Then record the modified Save Scores in the appropriate circles.

Honor: If this is an Oriental character, you should record his current Honor in the large oval, and his family or class Base Honor in the small oval at its foot.

Reaction Modifier: Charisma, Comeliness, Honor and character racial preferences may create monster reaction modifiers.

Resistances: If the character is nonhuman, he may possess some natural immunities to attacks. Note them here.

Senses: If your character is nonhuman he may possess special Vision and Detection abilities. If not, you may use this space to record special ability notes.

Languages: Here you can list the languages your character speaks or reads.

Movement: In this section you may record your character's unencumbered movement rate. There are spaces to note your encumbered rates too. If you are wearing metal armor, you will probably be moving at one of the encumbered rates and should circle the appropriate one. Further, space has been provided for noting speeds of commonly used methods of movement. Note, that the speed for hidden movement may also be used for moving across hazardous terrain.

Armor: Note your normal armor class with all modifiers including magic and Dexterity, in the shield. Spaces have also been provided

to record one's AC without shield, or when being attacked from behind. If the character is Oriental, the pieces of armor and their AC adjustments may be noted.

Hit Points: Record the character's full hit point total here and keep a record of wounds by ticking them off in the space provided.

Weapons: You can record each weapon you use, the number of times you can use it each round, any modifiers to attacks and damage, the chance to hit AC0, armor class modifiers, damage or other effects, and ranges or any special notes in these rows.

The section for Ammunition may be used to record exhaustable weapons such as arrows, oil flasks, holy water and so forth. Write the name of each item in the blank and place a slash across the number of boxes equaling the amount of ammunition your character possesses. When an item is used, just cross it off.

Unarmed Combat: This section is very similar to the weapon sections, but you also record the style of fighting. If martial arts are known, special maneuvers should be noted.

Magic Items: As useful items are found note them here with a page reference or brief note of effects.

Proficiencies/Secondary Skills: If the character possesses any proficiencies or secondary skills, these should be noted here. Record the name of the proficiency, the abbreviation of the Ability Score that controls the skill and any modifiers to the roll after the slash.

"Blacksmith (Str/ +4)"

If you are not using proficiencies, this space may be used to record further notes on magic items or special abilities.

Secondary Skills work just like Proficiencies as detailed in the DUNGEONEERS SURVIVAL GUIDE. To determine if a difficult task related to the skill succeeds, an Ability Save at a +4 penalty must be made using the related Ability score. Below is a synopsis of which scores influence which skills.

STRENGTH: Carpenter

Mason

Teamster/Freighter

INTELLIGENCE: Armorer

Leather worker/Tanner

Shipwright(boats or ships)

Tailor/Weaver

WISDOM: Farmer/Gardener

Fisher(netter)

Forester

Hunter/Fisherman(hook & line)

Husbandry(animal raising)

Limner/Painter

Navigator

Trapper/Furrier

DEXTERITY: Bowyer/Fletcher

Jeweler/Lapidary

Sailor(fresh or salt water)

Woodworker/Cabinetmaker

CHARISMA: Gambler

Trader/merchant

The Character Record (Back)

The back of the Character record is used to record personal history and backgrounds, list possessions, and note henchmen or animal companions.

Description: This section is used to record the character's appearance, general personality, background and social standing, particularly valuable for Oriental characters.

Gear & Supplies: The next sections are provided to list miscellaneous possessions and to check off use of supplies. To use the supply section, place a slash across each box to note the number of supplies you have ([/]). When you use the item, cross the box off ([X]).

Treasure & Experience: These sections are to record your hard won rewards.

Family: This section is particularly valuable for Oriental characters who want to maintain a record of his father, grandsire and relations. You may develop your own families or use this space to note important NPCs and friends.

Henchmen/Animal Companions: Space is provided here for loyal lieutenants, familiars, mounts and trained animal statistics. If you possess a wealth of information on these characters, you may want to fill out a separate character record for each.

The Spell Planners

These record sheets provide complete, detailed listings of all the spells available to each character class. If the character class is able to utilize a combination of spells, he is usually very limited in his spell use, and may find it easier to record the few spells he knows right on the character sheet.

To use these records, first underline all the spells a character possesses in his spell books. If the character is a cleric, certain spells may be restricted from use and should also be noted.

Reversed versions of the spells are titled in upper/lower case type following the spell of which they are the reverse.

Next, note how many spells of each level your character is permitted to memorize each day.

To note which spells your character has memorized, place a slash across the appropriate number of boxes ([/]). When a spell is cast, either erase the slash or cross it off ([X]).

Credits:

Design/Development: Harold Johnson

Cover Artist: Keith Parkinson

Typography: Kim Lindau

Alignment	Race	Class	Level
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PLAYER CHARACTER RECORD

ABILITIES

HONOR

SAVING THROWS

	STR	Hit Adj	Dmg Adj	Wt Adj	Open Doors	Bend Bars
	INT	Add Lang.	Know Spell	Min Spells	Max Spells	
	WIS	Mental Save	Spell Failure	Bonus Spells		
	DEX	Surprise Adj		Missile Adj	Defense Adj	
	CON	HP Adj	System Shock		Ressurrect Survival	
	CHR	Max # Hench.	Loyalty Base	Reaction Adj		Cms Adj
	CMS	Response				

O Base **O**

Reaction Adj _____

Resistances _____

Modifiers:		
_____	_____	Paralyze / Poison
_____	_____	Petrify / Polymorph
_____	_____	Rod, Staff, or Wand
_____	_____	Breath Weapon
_____	_____	Spells
Cause	Modifier	

Vision _____

Detections _____

Languages _____

MOVEMENT

Base Rate

Hvy $(x^{3/4})$ **Run** (x^{10}) **Day** _____ **Special Move** _____
Load $(x^{1/2})$ **Normal** (x^5) **Hidden /** $(x^{2/5})$ _____
Max $(x^{1/4})$ **Crawl** $(x^{1/2})$ **Swim** _____

ARMOR



Adjusted AC	Armor Type(Pieces)	AC Adj
Surprised_____	_____	_____
Shieldless_____	_____	_____
Rear _____	_____	_____

HIT POINTS

HIT POINTS	Wounds

Defenses

WEAPON COMBAT

[illegible]

Special Attacks _____

Ammunition: _____

UNARMED COMBAT

Style	Attack Form	AC Adj	#AT	To Hit Adj/Dmg Adj	TH AC0	Damage/Effect	Special Maneuvers
				/			
				/			
				/			
				/			

Magic Items

[illegible]

Proficiencies/Skills

[illegible]

Special Abilities

[illegible]

Description

Name _____

Homeland _____

Sex _____

Ht _____

Hair _____

Family _____

Liege/Patron _____

Age _____

Wt _____

Eyes _____

Race/Clan _____

Religion _____

Social Class _____

Birth Rank _____

Appearance _____

Status _____

#Siblings _____

Personality (Mannerisms/Fears/Dislikes/Desires)

History (Events that shaped life)

GearSupplies

Item	Location	Size	Item	Location	Size	Item	Location	Size										
									Water/Wine									
									<div><div></div><div></div><div></div><div></div><div></div></div> <div><div></div><div></div><div></div><div></div><div></div></div>									
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Experience

Coins

Gems

Treasure

Valuables

Size

Worth

Family

Name/Relation	Age	Status	Profession	RX	Name/Relation	Age	Status	Profession	RX

Henchmen/Animal Companions

Name	AC	Race/Class	HD/LVL	#AT	TH	AC0	Dmg/Effects	hp	Skills/Abilities
Background									
Background									
Background									

Noteworthy Events:

Advanced Dungeons & Dragons®

SPELL PLANNER

MAGIC-USER SPELLS

Character:

Spells Available by Level

___ 1 ___ 2 ___ 3 ___ 4 ___ 5 ___ 6 ___ 7 ___ 8 ___ 9

Underline all Spells in Spellbook

FIFTH LEVEL

[illegible]

FOURTH LEVEL:

[illegible]

THIRD LEVEL:

[illegible]

SECOND LEVEL:

ACCUBLE/GALVIMER @ (C 2s; R 6; D 1st; L; A Hearing; 3 Sp)	IRADIATION @ (C 2s; R 1; L; D 1st; A 1CGr; 5 Neg)	PIROTECHNICS @ (C 2s; R 1; L; 2 Sp); A SpH; 5 Ni
ACQUAD @ (C 2s; R 3; D 1st; L; A SpH; 5 Ni)	KNOCK @ (C 1r; C 2s; R 6; D 5p); A 10 sqf(L; 5 Ni)	RAY OF ENLIGHTENMENT @ (C 2s; R 1; L; 1/4 L; D 1r/L; A 1CGr; 5 Neg)
BRIND @ (C 2s; R 3; D 1st; L; A SpH; 5 Ni)	KNOW ALIGNMENT @ (C 1r; R 1; D 1r/L; A 1CGr/2s; 5 Ni)	ROPE TRICK @ (C 2s; R 1; D 1r/L; A 2s/L; A SpH; 5 Ni)
CONTINUAL LIGHT @ (C 2s; R 6; D 1r; A 6; spheres; 5 Sp)	OBSCURE ALIGNMENT @ (C 1r; R 1; D 1r/L; A 1CGr; 5 Ni)	SCARE @ (C 2s; R 1; D 3-12r; A 1CGr up to 5HD; L; 5 Neg)
DARKNESS, 15'rad @ (C 2s; R 1 1/2; D 1r; A 1 1/2; spheres; 5 Sp)	LEON/UND'S TRAP @ (C 3r; R 1; D 1r/L; A 10b); 5 Ni)	SHATTER @ (C 2s; R 6; D 1r; A 10b); 5 Neg)
DEEPOCKETS @ (C 1r; R 1; Tch; D 24-6r/L; A 1000gws; 5 Ni)	LEVITATE @ (C 2s; R 2; L; D 1r/L; A SpH; 5 Ni)	STINKING CLOUD @ (C 2s; R 3; D 1r/L; A 1; 2, x2, x2; 5 Sp)
DETECT EVIL @ (C 2s; R 6; D 5r/L; A 1 path; 5 Ni)	LOCATE OBJECT @ (C 2s; R 2; L; D 1r/L; A SpH; 5 Ni)	STRENGTH @ (C 1r; R 1; Tch; D 6r/L; A 1Mkn; 5 Ni)
Detect Good @ (C 2s; R 6; D 5r/L; A 1 path; 5 Ni)	Obscure Object @ (C 2s; R 2; L; D 1r/L; A SpH; 5 Ni)	TASHASI/LAUGHTER @ (C 2s; R 5; D 1r; A 1CGr; 5 Sp)
DETECT INVISIBLE @ (C 2s; R 1 7/2; D 5r/L; A 1 path; 5 Ni)	MAGIC/ACOUTH @ (C 2s; R 1 7/2; D 5p); A 10b); 5 Ni)	VOCALIZE @ (C 1r; R 1; Tch; D 5r; A 1CGr; 5 Ni)
ESP @ (C 2s; R 1 7/2; D 1r/L; A 1CGr/r; 5 Ni)	MELFS/AC AIRROW @ (C 4s; R 3; D 5p); A 1lkn; 5 Sp)	WEB @ (C 2s; R 1 7/2; D 1r/L; A SpH; 5 Neg or 1/2)
FLAMING SPHERE @ (C 2s; R 1; D 1r/L; A 6 spheres; 5 Neg)	MIRRORIMAGE @ (C 2s; R 0; D 6r/L; A 6rad; 5 Ni)	WHIP @ (C 2s; R 1; D 1r/L; A SpH; 5 Sp)
FOOLS GOLD @ (C 1r; R 1; D 6r/L; A 1CGr/L; 5 Ni)	PRESERVE @ (C 2r; R 1; Tch; D 1r; A 1/2cGr/L; 5 Ni)	WIZARD LOOK @ (C 2s; R 1; Tch; D 1r; A 30sqf(L; 5 Ni)
FORGET @ (C 2s; R 3; D 1r; A 1r + 1/2L past in 2 sq; 5 Neg)	PROT/CANTYRS @ (C 2s; R 1; Tch; D 1d; L; A 1kkn; 5 Sp)	ZEPHR @ (C 2s; R 0; D 1s; A 1 path; 5 Ni)
INVISIBILITY @ (C 2s; R 1; Tch; D 5p); A 1CGr; 5 Ni)		

FIRST LEVEL

□□□	AFFECTNORMALFIRES/((C 1s R 1 7/2L; D 1r/L; A 3 -das; S Nil)
□□□	ALARM/((C 1r 1r; D 2s+8+ 1/L; A 1cgtf/L; S Nil)
□□□	ARMOR/((C 1r; R Tch; D Spl; A 1Crt; S Nil)
□□□	BURNINGHANDS/((C 1s R 0; D 1r; A Spl; S Nil)
□□□	CHARMPERSON/((C 1s R 12; D Spl; A 1Man; S Neg)
□□□	COMPLANGUAGES/((C 1r; R Tch; D 5r/L; A 1Hm; S Nil)
□□□	Confuse Language/((C 1r; R Tch; D 5r/L; A 1km; S Nil)
□□□	DANCINGLIGHTS/((C 1s R 4+ 1/L; D 2r/L; A Spl; S Nil)
□□□	DETECTMAGIC/((C 1s R 0; D 1r/L; A 1x6+; S Nil)
□□□	ENLARGE/((C 1s R 1 7/2L; D 1r/L; A Spl; S Neg)
□□□	Diminish/((C 1s R 1 7/2L; D 1r/L; A Spl; S Neg)
□□□	ERASE/((C 1s R 3; D Pmt; A 1 scroll or 2 pages; S Neg)
□□□	FEATHERFALL/((C 1/oss; R 1; D 1s/L; A Spl; S Nil)
□□□	FINDFAMILIAR/((C 1-2dhr; R 1 mi/L; D Spl; A 1mi/L; S Neg)
□□□	FIREWATER/((C 1s R 1+; D 1r; A 1pntv/L; S Nil)
□□□	FRIENDS/((C 1s; R 0; D 1r/L; A 1r/L; S Spl)
□□□	GREASE/((C 1s R 1; D Pmt; A 1sof/L; S Spl)
□□□	HOLDPOKAL/((C 1s; R 2 7/L; D 1r/L; A 80sgr/L; S Nil)
□□□	IDENTIFY/((C 1r; R 0; D 1s/L; A 1Obj; S Spl)
□□□	JUMP/((C 1s R Tch; D Spl; A 1Crt; S Nil)
□□□	LIGHT/((C 1s; R 6+; D 1r/L; A 2 sphere; S Nil)
□□□	MAGICMISSILE/((C 1s R 6+ 1/L; D 1st; A Crt in 10sg; S Nil)
□□□	MELT/((C 1s R 3; D 1r/L; A 1oyed ice or cand snow; S Spl)
□□□	MENDING/((C 1s R 3; D Pmt; A 1Obj; S Nil)
□□□	MESSAGE/((C 1s R 6+ 1/L; D 5s+ 1/L; A 1v; path; S Nil)
□□□	MOLUNT/((C 1r; R 1; D 12s+6/L; A 1Crt; S Nil)
□□□	MYSTULSMAGICAURA/((C 1r; R Tch; D 1day/L; A Spl; S Spl)
□□□	PRECIPITATION/((C 1s R 1 7/L; D 1s/L; A Cyl 12 x3 -das; S Spl)
□□□	PROT/EVIL/((C 1s; R Tch; D 2r/L; A 1Crt; S Nil)
□□□	Prot/Good/((C 1s; R Tch; D 2r/L; A 1Crt; S Nil)
□□□	PUSH/((C 1s R 1+ 1/L; D 1st; A Spl; S Neg)
□□□	READMAGIC/((C 1r; R 0; D 2r/L; A Spl; S Nil)
□□□	Unreadable Magic/((C 1r; R 0; D 2r/L; A Spl; S Nil)
□□□	RUN/((C 1r; R Tch; D 5s-8hr; A Spl; S Nil)
□□□	SHIELD/((C 1s R 0; D 5r/L; A Spl; S Nil)
□□□	SHOCKINGGRASP/((C 1s; R Tch; D 1Touch; A 1Crt; S Nil)
□□□	SLEEP/((C 1s R 3+ 1/L; D 5r/L; A 3 -das; S Nil)
□□□	SPIDERCLIMB/((C 1s R Tch; D 1r/L; A 1Crt; S Nil)
□□□	TAUNT/((C 1r; R 3; D 1st; A 2HD/1=IL; S Neg)
□□□	TENSERSLEATINGDISC/((C 1s R 2; D 3s+ 1/L; A Spl; S Nil)
□□□	UNSEENSERVANT/((C 1s; R 0; D 6s+ 1/L; A 3rad; S Nil)
□□□	VENTRILLOQUIISM/((C 1s R 1 7/L; D 2s+ 1/L; A 1Obj; S Nil)
□□□	WIZARDMARK/((C 1s; R Tch; D Pmt; A 1sgtr; S Nil)
□□□	WRITE/((C 1r; R 0; D 1hr/L; A 1spdel; S Spl)

NINTH:

EIGHTH

SEVENTH LEVEL:

SIXTH LEVEL:

<p> ANTIMAGIC SHELL <i>@(C 1s; R 0; D 1r/L; A 1dia/L; S Nil)</i> ANTIBG'S FORCEFUL HAND <i>@(C 6s; R 1 1/2; D 1r/L; A 5 Spl; S Nil)</i> CHAMNLIGHTNING <i>@(C 6s; R 4 1/2; D 1s; A 5 Spl; S 1/2 or Neg)</i> CONTOINGENCY <i>@(C 1r; R 0; D 1 day/L; A MU; S Nil)</i> CONTROL WEATHER <i>@(C 1r; R 0; d 4-24hrs; A 4-16mi; S Nil)</i> DEATH SPELL <i>@(C 6s; R 1 1/2; D 1s; A 1/2; sq/L; S Nil)</i> DISINTEGRATE <i>@(C 6s; R 1 7/2; D 1 Pmt; A Spl; S Neg)</i> ENCHANTMENT <i>@(C 1d8+2 days; R Tch; D Spl; A 10bj; S Neg)</i> ENSLAEMENT <i>@(C 1r; R 1; D 1 Spl; S Neg)</i> EXTENSION III <i>@(C 5s; R 0; D + 100% or +50% A 1 spell; S Nil)</i> EYEBITE <i>@(C 1s; R 20; D Spl; A 1Crt; S Spl)</i> </p>	<p> BANISHMENT <i>@(C 7s; R 2; D Pmt; A 2HD/L=MU; S Spl)</i> BIGBY'S GRASPING HAND <i>@(C 7s; R 1 1/2; D 1r/L; A Spl; S Nil)</i> CACODEMON <i>@(C 1hr/typr; R 1; D Spl; A 1Crt; S Spl)</i> CHARM PLANTS <i>@(C 1r; R 3; D Pmt; A 3 x1 1/2; S Neg)</i> DELAYED BLASTFIREBALL <i>@(C 7s; R 10 + 1/L; D Spl; A 2 "rad; S 1/2)</i> DRUMWIND'S SUMMONS <i>@(C 1s; R 2; D Spl; A 10bj; S Nil)</i> DUCO-DIMENSION <i>@(C 7s; R 0; D 3r + 1/L; A MU; S Nil)</i> FORCEAGE <i>@(C 3-4s; R 1 7/2; D 6r + 1/L; A 2 "cube; S Nil)</i> </p>	<p> ANTIDATHY <i>@(C 6r; R 3; D 12c/L; A Spl; S Spl)</i> Sympathy <i>@(C 6r; R 3; D 12c/L; A Spl; S Spl)</i> BIGBY'S CLENCHED FIST <i>@(C 8s; R 1 7/2; D 1r/L; A Spl; S Nil)</i> BINDING <i>@(C Spl; R 1; D Spl; A 1Crt; S Spl)</i> CLONE <i>@(C 1r + 2-8mons prep; R Tch; D Pmt; A Spl; S Nil)</i> DEMAND <i>@(C 1r; R Spl; D Spl; A 1Crt; S Spl)</i> GLASSSTEEL <i>@(C 8s; R Tch; D Pmt; A 10bj; S Nil)</i> </p>	<p> ASTRAL SPELL <i>@(C 9s; R Tch; D Spl; A Spl; S Nil)</i> BIGBY'S CRUSHING HAND <i>@(C 9s; R 1 7/2; D 1r/L; A Spl; S Nil)</i> CIRSLALBRITTE <i>@(C 9s; R Tch; D Pmt; A 2cut/L; S Spl)</i> ENERGY DRAIN <i>@(C 9s; R Tch; D Pmt; A 1Crt; S Nil)</i> GATE <i>@(C 9s; R 3; D Spl; A Spl; S Nil)</i> IMPRISONMENT <i>@(C 9s; R Tch; D Pmt; A 1Crt; S Nil)</i> </p>	<p> EXTERMINATE <i>@(C 1/oss; R 1; D Pmt; A 1/actuf or 1Crt; S Neg)</i> FLAYOR <i>@(C 1/ass; R 1; D Pmt; A 10bj; S Spl)</i> FRESHEN <i>@(C 1/ass; R 1; D 1hr; A 10bj; S Spl)</i> GATHER <i>@(C 1/ass; R 1; D Pmt; A 1sqd; S Spl)</i> POLISH <i>@(C 1/ass; R 1; D Pmt; A 10bj; S Spl)</i> SALT <i>@(C 1/ass; R 1; D Pmt; A 10bj; S Spl)</i> SHINE <i>@(C 1/ass; R 1; D Pmt; A 10bj; S Spl)</i> </p>	<p> KNOT <i>@(C 1/ass; R 1; D Pmt; A 10bj; S Nil)</i> RAVEL <i>@(C 1/oss; R 1; D Pmt; A Spl; S Spl)</i> SOUR <i>@(C 1/ass; R 1; D Pmt; A 10bj; S Spl)</i> SPILL <i>@(C 1/ass; R 1; D Pmt; A 1Container; S Spl)</i> </p>	<p> HIDE <i>@(C 1/oss; R 1; D Spl; A 1tm; S Spl)</i> MUTE <i>@(C 1/oss; R 1; D 1r; A 10bj; S Neg)</i> </p>	<p> GIGGLE <i>@(C 1/ass; R 1; D Spl; A 1Mans; S Spl)</i> NOD <i>@(C 1/oss; R 1; D 1s; A 1Mans; S Neg)</i> SCRATCH <i>@(C 1/ass; R 1; D 1s; A 1Crt; S Neg)</i> SNEEZE <i>@(C 1/ass; R 1; D 1s; A 1/2; S Nil)</i> FIREFINGER <i>@(C 1/ass; R 1; D 1s; A 1/2; S Nil)</i> GNATS <i>@(C 1/ass; R 1; D 1-4hr; A 1cut; S Spl)</i> MOUSE <i>@(C 1/ass; R 1; D Pmt; A 1Mous; S Nil)</i> SMOKEPUFF <i>@(C 1/ass; R 1; D Pmt; A 1 "dia; S Nil)</i> </p>	<p> GROAN <i>@(C 1/ass; R 1; D 1s; A Spl; S Neg)</i> MOAN <i>@(C 1/oss; R 1; D 1r; A Spl; S Neg)</i> RATTLE <i>@(C 1/oss; R 1; D 1s; A Spl; S Neg)</i> </p>	<p> SEQUESTER <i>@(C 1r; R Tch; D 1wk + 1day/L; A 2 "cube/L; S Spl)</i> SIMULACRUM <i>@(C Spl; R Tch; D Pmt; A 1Crt; S Nil)</i> STALOE <i>@(C 7s; R Tch; D 6r/L; A 1Crt; S Spl)</i> TELEPORT W/OUT ERROR <i>@(C 1s; R Tch; D 1s; A Spl; S Nil)</i> TORMENT <i>@(C 1r; R 1; D Spl; A 1Crt; S Spl)</i> TRUENASH <i>@(C 3s + R 3; Spl; A 1tm; S Neg)</i> VANISH <i>@(C 2s; R Tch; D Spl; A 500gpw/L or 5cut/L; S Nil)</i> VOLLEY <i>@(C 1s; R Spl; D Spl; A 1spld; S Spl)</i> </p>	<p> SHAPE CHANGE <i>@(C 9s; R 0; D 1r/L; A MU; S Nil)</i> SUCCESSOR <i>@(C 1-4days; R Tch; D Spl; A 1Mans; S Nil)</i> TEMPORAL STASIS <i>@(C 9s; R 1; D Pmt; A 1Crt; S Nil)</i> Temporal Reinforcement <i>@(C 9s; R 1; D Pmt; A 1Crt; S Nil)</i> TIME STOP <i>@(C 9s; R 0; D 1-8s + 1/2L; A 3 sphere; S Nil)</i> WISH (see page 94 Players Handbook for guide) </p>	<p> SPICE <i>@(C 1/ass; R 1; D Pmt; A 10bj; S Spl)</i> SPROUT <i>@(C 1/ass; R 1; D Pmt; A 1cud; S Spl)</i> STITCH <i>@(C 1/ass; R 1; D Pmt; A Spl; S Spl)</i> SWEETEN <i>@(C 1/ass; R 1; D Pmt; A 10bj; S Spl)</i> TIE <i>@(C 1/ass; R 1; D0 Pmt; A 10bj; S Spl)</i> WARM <i>@(C 1/ass; R 1; D 1s; A 1cu; S Spl)</i> WRAP <i>@(C 1/ass; R 1; D Pmt; A 1cud; S Spl)</i> </p>	<p> TANGLE <i>@(C 1/ass; R 1; D Pmt; A 10bj; S Spl)</i> TARNISH <i>@(C 1/ass; R 1; D Pmt; A 10bj; S Spl)</i> UNTIE <i>@(C 1/ass; R 1; D Pmt; A 10bj; S Spl)</i> WILT <i>@(C 1/ass; R 1; D Pmt; A 10bj; S Spl)</i> </p>	<p> PALM <i>@(C 1/oss; R 1; D 1s; A 1tm; S Nil)</i> PRESENT <i>@(C 1/ass; R 1; D Pmt; A 10bj; S Spl)</i> </p>	<p> TWITCH <i>@(C 1/ass; R 1; D 1s; A 1Crt; S Neg)</i> WINK <i>@(C 1/oss; R 1; D Spl; A 1Mans; S Spl)</i> YAWN <i>@(C 1/ass; R 1; D 1r; A 1Crt; S Neg)</i> </p>	<p> SPIDER <i>@(C 1/ass; R 1; D Pmt; A 1spider; S Spl)</i> TWYAK <i>@(C 1/ass; R 1; D 1s; A 1Crt; S Spl)</i> UNLOCK <i>@(C 1/ass; R 1; D 1s; A 1lock; S Nil)</i> </p>	<p> TAP <i>@(C 1/ass; R 1; D Spl; A 1sqft; S Neg)</i> THUMP <i>@(C 1/oss; R 1; D 1s; A Spl; S Neg)</i> WHISTLE <i>@(C 1/ass; R 1; D 1s; A Spl; S Neg)</i> </p>
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Advanced Dungeons & Dragons®

SPELL PLANNER

CLERIC SPELLS Character _____

Spells Available by Level

— 1 — 2 — 3 — 4 — 5 — 6 — 7

Underline all Spells in Spellbook

FIRST LEVEL:

□□□ BLESS !(C 1r; R 6"; D 6r; A 5"×5"; S Nil)
□□□ Curse !(C 1r; R 6"; D 6r; A 5"×5"; S Neg)
□□□ CEREMONY @(C 1hr; R Tch; D Pmt; A 1 Itm; S Spl)
□□□ COMBINE @(C 1r; R Tch; D Spl; A Spl; S Nil)
□□□ COMMAND !(C 1s; R 1"; D 1r; A 1 Crt; S Spl)
□□□ CREATE WATER !(C 1r; R 1"; D Pmt; A 27 cuft; S Nil)
□□□ Destroy Water !(C 1r; R 1"; D Pmt; A 27 cuft; S Spl)
□□□ CURE LIGHT WOUNDS !(C 5s; R Tch; D Pmt; A 1 Crt; S Nil)
□□□ Cause Light Wounds !(C 5s; R Tch; D Pmt; A 1 Crt; S Neg)
□□□ DETECT EVIL !(C 1r; R 12"; D 1t+1/2/L; A 1" path; S Nil)
□□□ Detect Good !(C 1r; R 12"; D 1t+1/2/L; A 1" path; S Nil)
□□□ DETECT MAGIC !(C 1r; R 3"; D 1t; A 1"×3"; S Nil)
□□□ ENDURE COLD @(C 1r; R Tch; D 9t/L; A 1 Crt; S Nil)
□□□ Endure Heat @(C 1r; R Tch; D 9t/L; A 1 Crt; S Nil)
□□□ INVISIBILITY TO UNDEAD @(C 4s; R Tch; D 6r; A 1 Crt; S Neg)

□□□ LIGHT !(C 4s; R 12"; D 6t+1/L; A 2" sphere; S Spl)
□□□ Darkness !(C 4s; R 12"; D 6t+1/L; A 2" sphere; S Spl)
□□□ MAGIC STONE @(C 1r; R 2"; D 6r; A 1 Stone; S Nil)
□□□ PENETRATE DISGUISE @(C 2r; R 12"; D 1r; A 1 Crt; S Neg)
□□□ PORTENT @(C 1t; R Tch; D Spl; A 1 Crt; S Nil)
□□□ PRECIPITATION @(C 3s; R 1"/L; D 1s/L; A Cyl 12"×3" dia; S Nil)
□□□ PROTECTION FROM EVIL !(C 4s; R Tch; D 3r/L; A 1 Crt; S Nil)
□□□ Protection From Good !(C 4s; R Tch; D 3r/L; A 1 Crt; S Nil)
□□□ PURIFY FOOD & DRINK !(C 1r; R 3"; D Pmt; A 1 cuft/L; S Nil)
□□□ Putrefy Food & Drink !(C 1r; R 3"; D Pmt; A 1 cuft/L; S Nil)
□□□ REMOVE FEAR !(C 4s; R Tch; D 1t; A 1 Crt; S Nil)
□□□ Cause Fear !(C 4s; R Tch; D 1r/L; A 1 Crt; S Neg)
□□□ RESIST COLD !(C 1r; R Tch; D 1t/L; A 1 Crt; S Nil)
□□□ SANCTUARY !(C 4s; R Tch; D 2r+1/L; A 1 Crt; S Nil)

SECOND LEVEL:

□□□ AID @(C 4s; R Tch; D 1r+1/L; A 1 Man; S Nil)
□□□ AUGURY !(C 2r; R 0; D Spl; A 3t; S Nil)
□□□ CHANT !(C 1r; R 0; D Spl; A 3" rad; S Nil)
□□□ DETECT CHARM !(C 1r; R 3"; D 1t; A 1-10 Crt; S Nil)
□□□ Undetectable Charm !(C 1r; R 3"; D 1t; A 1 Crt; S Nil)
□□□ DETECT LIFE @(C 1r; R 10"/L; D 5r; A 1 Crt; S Nil)
□□□ DUST DEVIL @(C 3r; R 3"; D 1r/L; A Spl; S Nil)
□□□ ENTHRALL @(C 1r; R 3"; D Spl; A 90' rad; S Neg)
□□□ FIND TRAPS !(C 5s; R 3"; D 3t; A 1" path; S Nil)
□□□ HOLD PERSON !(C 5s; R 6"; D 4r+1/L; A 1-3 Crt; S Neg)
□□□ HOLY SYMBOL @(C 1r; R Tch; D Pmt; A 1 Obj; S Nil)

□□□ KNOW ALIGNMENT !(C 1r; R 1"; D 1t; A 1 Crt/r; S Nil)
□□□ Obscure Alignment !(C 1r; R 1"; D 1t; A 1 Crt for 10r; S Nil)
□□□ MESSENGER @(C 1r; R 2"/L; D 1hr/L; A 1 Crt; S Neg)
□□□ RESIST FIRE !(C 5s; R Tch; D 1r/L; A 1 Crt; S Nil)
□□□ SILENCE, 15' RADIUS !(C 5s; R 12"; D 2r/L; A 30' sphere; S Spl)
□□□ SLOW POISON !(C 1s; R Tch; D 1hr/L; A 1 Crt; S Nil)
□□□ SNAKE CHARM !(C 5s; R 3"; D Spl; A hp = CL; S Nil)
□□□ SPEAK WITH ANIMALS !(C 5s; R 0; D 2r/L; A 1 Ani w/in 3"; S Nil)
□□□ SPIRITUAL HAMMER (C 5s; R 3"; D 1r/L; A 1 Foe; S Spl)
□□□ WITHDRAW @(C 3s; R 0; D 2s+1/L; A CL; S Nil)
□□□ WYVERN WATCH @(C 5s; R 3"; D 8hr; A 1' sphere; S Neg)

THIRD LEVEL:

□□□ ANIMATE DEAD !(C 1r; R 1"; D Pmt; A 1Dead/L; S Nil)
□□□ CLOUDBURST @(C 5s; R 1"/L; D 1r; A Cyl 6"×3" dia; S Spl)
□□□ CONTINUAL LIGHT !(C 6s; R 12"; D Pmt; A 6" sphere; S Spl)
□□□ Continual Darkness !(C 6s; R 12"; D Pmt; A 6" sphere; S Spl)
□□□ CREATE FOOD & WATER !(C 1t; R 1"; D Pmt; A 1 cuft/L; S Nil)
□□□ CURE BLINDNESS !(C 1r; R Tch; D Pmt; A 1 Crt; S Nil)
□□□ Cause Blindness !(C 1r; R Tch; D Pmt; A 1 Crt; S Neg)
□□□ CURE DISEASE !(C 1r; R Tch; D Pmt; A 1 Crt; S Nil)
□□□ Cause Disease !(C 1r; R Tch; D Spl; A 1 Crt; S Neg)
□□□ DEATH'S DOOR @(C 5s; R Tch; D 1hr/L; A 1 Man; S Nil)
□□□ DISPEL MAGIC !(C 6s; R 6"; D Pmt; A 3" cube; S Nil)
□□□ FEIGN DEATH !(C 2s; R Tch; D 1t+1r/L; A 1 Man; S Nil)
□□□ FLAME WALK @(C 5s; R Tch; D 1t+1/L; A Spl; S Nil)

□□□ GLYPH OF warding !(C 1s+1/sqft; R Tch; D Spl; A 25 sqft/L; S Spl)
□□□ LOCATE OBJECT !(C 1t; R 6"+1/L; D 1r/L; A 1 Obj; S Nil)
□□□ Obscure Object !(C 1t; R Spl; D 1r/L; A 1 Obj; S Nil)
□□□ MAGICAL VESTMENT @(C 1r; R Tch; D 6r/L; A CL; S Nil)
□□□ MELD INTO STONE @(C 7s; R Tch; D 1d8+8r; A Spl; S Nil)
□□□ NEGATIVE PLANE PROTECTION @(C 1r; R Tch; D 1t/L; A 1 Crt; S Nil)
□□□ PRAYER !(C 6s; R 0; D 1r/L; A 6" rad; S Nil)
□□□ REMOVE CURSE !(C 6s; R Tch; D Pmt; A Spl; S Spl)
□□□ Bestow Curse !(C 6s; R Tch; D 1r/L; A 1 Crt; S Neg)
□□□ REMOVE PARALYSIS @(C 6s; R 1"/L; D Pmt; A 1-4 Crt w/in 2" sq; S Nil)
□□□ Cause Paralysis @(C 6s; R Tch; D 1-6r+1/L; A 1 Crt; S Neg)
□□□ SPEAK WITH DEAD !(C 1t; R 1"; D Spl; A 1 Crt; S Nil)
□□□ WATER WALK @(C 7s; R Tch; D 1t+1/L; A Spl; S Nil)

FOURTH LEVEL:

□□□ ABJURE @(C 1r; R 1"; D Pmt; A 1 Crt; S Neg)
□□□ Implore @(C 1r; R Spl; D Pmt; A 1 Crt; S Neg)
□□□ CLOAK OF FEAR @(C 6s; R 0; D 1t/L; A CL; S Neg)
□□□ Cloak of Bravery @(C 6s; R 0; D 1r/L; A 1 Crt; S Nil)
□□□ CURE SERIOUS WOUNDS !(C 7s; R Tch; D Pmt; A 1 Crt; S Nil)
□□□ Cause Serious Wounds !(C 7s; R Tch; D Pmt; A 1 Crt; S Neg)
□□□ DETECT LIE !(C 7s; R 3"; D 1r/L; A 1 Man; S Nil)
□□□ Undetectable Lie !(C 7s; R 3"; D 1r/L; A 1 Man; S Nil)
□□□ DIVINATION !(C 1r; R 0; D Spl; A Spl; S Nil)
□□□ EXORCISE !(C 1-100+t; R 1"; D Pmt; A 1 Itm; S Nil)
□□□ GIANT INSECT @(C 1r/HD; R 2"; D 2r/L; A 1 Insect; S Nil)
□□□ Shrink Insect @(C 1r/HD; R 2"; D 2r/L; A 1 Insect; S Neg)
□□□ IMBUE WITH SPELL ABILITY @(C 1r; R Tch; D Spl; A 1 Man; S Nil)

□□□ LOWER WATER !(C 1t; R 12"; D 1t/L; A 1" sq/L; S Nil)
□□□ Raise Water !(C 1t; R 12"; D 1t/L; A 1" sq/L; S Nil)
□□□ NEUTRALIZE POISON !(C 7s; R Tch; D Pmt; A 1 Crt or 1 cuft/2L; S Nil)
□□□ Poison !(C 7s; R Tch; D Pmt; A 1 Crt or 1 cuft/2L; S Neg)
□□□ PROTECTION FROM EVIL, 10' RADIUS !(C 7s; R Tch; D 1t/L; A 20' sphere; S Nil)
□□□ Protection from Good, 10' Radius !(C 7s; R Tch; D 1t/L; A 20' sphere; S Nil)
□□□ SPEAK WITH PLANTS !(C 1t; R 0; D 1r/L; A 6" dia; S Nil)
□□□ SPELL IMMUNITY @(C 1r; R Tch; D 1t/L; A 1 Man; S Nil)
□□□ SPIKE GROWTH @(C 7s; R 6"; D 1-6t+1/L; A 10' sq/L; S Nil)
□□□ STICKS TO SNAKES !(C 7s; R 3"; D 2r/L; A 1" cube; S Nil)
□□□ Snakes to Sticks !(C 7s; R 3"; D 2r/L; A 1" cube; S Neg)
□□□ TONGUES !(C 7s; R 0; D 1t; A 6" dia; S Nil)
□□□ Babble !(C 7s; R 0; D 1t; A 6" dia; S Nil)

FIFTH LEVEL:

□□□ AIR WALK @(C 1s; R Tch; D 6t+1/L; A 1 Crt; S Nil)
□□□ ANIMATE DEAD MONSTER @(C 7s; R 1"; D Pmt; A 1Dead/2L; S Nil)
□□□ ATONEMENT !(C 1t; R Tch; D Pmt; A 1 Man; S Nil)
□□□ COMMUNE !(C 1t; R 0; D Spl; A Spl; S Nil)
□□□ CURE CRITICAL WOUNDS !(C 8s; R Tch; D Pmt; A 1 Crt; S Nil)
□□□ Cause Critical Wounds !(C 8s; R Tch; D Pmt; A 1 Crt; S Neg)
□□□ DISPEL EVIL !(C 8s; R Tch; D 1r/L; A 1 Crt; S Neg)
□□□ Dispel Good !(C 8s; R Tch; D 1r/L; A 1 Crt; S Neg)
□□□ FLAME STRIKE !(C 8s; R 6"; D 1s; A Cyl 3"×1" dia; S ½)
□□□ GOLEM @(C 8s; R 1"; D Spl; A Spl; S Nil)

□□□ INSECT PLAGUE !(C 1t; R 36"; D 1t/L; A 6"×36" dia; S Nil)
□□□ MAGIC FONT @(C 5t; R Tch; D Spl; A Spl; S Nil)
□□□ PLANE SHIFT !(C 8s; R Tch; D Pmt; A 1 Crt; S Nil)
□□□ QUEST !(C 8s; R 6"; D Spl; A 1 Crt; S Nil)
□□□ RAINBOW @(C 7s; R 12"; D 1r/L; A Spl; S Nil)
□□□ RAISE DEAD !(C 1r; R 3"; D Pmt; A 1 Man; S Spl)
□□□ Slay Living !(C 1r; R 3"; D Pmt; A 1 Crt; S Neg)
□□□ SPIKE STONES @(C 6s; R 3"; D 3-12t+1/L; A 1" sq/L; S Nil)
□□□ TRUE SEEING !(C 8s; R Tch; D 1r/L; A 12" sight; S Nil)
□□□ False Seeing !(C 8s; R Tch; D 1r/L; A 12" sight; S Nil)

SIXTH:

□□□ AERIAL SERVANT !(C 9s; R 1"; D 1day/L; A Spl; S Nil)
□□□ ANIMATE OBJECT !(C 9s; R 3"; D 1r/L; A 1 cuft/L; S Nil)
□□□ BLADE BARRIER !(C 9s; R 3"; D 3r/L; A Spl; S Nil)
□□□ CONJURE ANIMAL !(C 9s; R 3"; D 2r/L; A Spl; S Nil)
□□□ FIND THE PATH !(C 3t; R Tch; D 1r/L; A 1 Crt; S Nil)
□□□ Lose the Path !(C 3t; R Tch; D 1r/L; A 1 Crt; S Neg)
□□□ FORBIDDANCE !(C 6r; R 3"; D Pmt; A 6 cu"/L; S Spl)

□□□ HEAL !(C 1r; R Tch; D Pmt; A 1 Crt; S Nil)
□□□ Harm !(C 1r; R Tch; D Pmt; A 1 Crt; S Nil)
□□□ HEROES' FEAST @(C 1t; R 1"; D 1hr; A 1 Man/L; S Nil)
□□□ PART WATER !(C 1r; R 2"/L; D 1r/L; A Spl; S Nil)
□□□ SPEAK W/MONSTERS !(C 9s; R 3" rad; D 1r/L; A 1 Type; S Nil)
□□□ STONE TELL !(C 1t; R Tch; D 1t; A 1 cudy; S Nil)
□□□ WORD OF RECALL !(C 1s; R 0; D Spl; A Spl; S Nil)

SEVENTH:

□□□ ASTRAL SPELL !(C 3t; R Tch; D Spl; A Spl; S Nil)
□□□ CONTROL WEATHER !(C 1r; R 0; D 4-48hr; A 4-16mi; S Nil)
□□□ EARTHQUAKE !(C 1r; R 12"; D 1r; A ½" dia/L; S Nil)
□□□ EXACTION @(C 1r; R 1"; D Spl; A Spl; S Spl)
□□□ GATE !(C 5s; R 3"; D Spl; A Spl; S Nil)
□□□ HOLY WORD !(C 1s; R 0; D Spl; A 3" rad; S Nil)
□□□ Unholy Word !(C 1s; R 0; D Spl; A 3" rad; S Nil)
□□□ REGENERATE !(C 3r; R Tch; D Pmt; A 1 Crt; S Nil)
□□□ Wither !(C 3r; R Tch; D Pmt; A 1 Crt; S Neg)

□□□ RESTORATION !(C 3r; R Tch; D Pmt; A 1 Crt; S Nil)
□□□ Energy Drain !(C 3r; R Tch; D Pmt; A 1 Crt; S Nil)
□□□ RESURRECTION !(C 1r; R Tch; D Pmt; A 1 Man; S Nil)
□□□ Destruction !(C 1r; R Tch; D Pmt; A 1 Man; S Nil)
□□□ SUCCOR @(C 1day; R Tch; D Spl; A 1 Man; S Nil)
□□□ Help @(C 1day; R Tch; D Spl; A CL; S Spl)
□□□ SYMBOL !(C 3s; R Tch; D 1t/L; A Spl; S Neg)
□□□ WIND WALK !(C 1r; R Tch; D 6t/L; A Spl; S Nil)

Advanced Dungeons & Dragons®

SPELL PLANNER

ILLUSIONIST SPELLS Character: _____

Spells Available by Level

___ 1 ___ 2 ___ 3 ___ 4 ___ 5 ___ 6 ___ 7

Underline all Spells in Spellbook

FIRST:	<input type="checkbox"/> <input type="checkbox"/> AUDIBLE GLAMER !(C 5s; R 6"+1/L; D 3r/L; A Hearing; S Spl)	<input type="checkbox"/> <input type="checkbox"/> HYPNOTISM !(C 1s; R 3"; D 1r+1/L; A 1-6 Crt; S Neg)
	<input type="checkbox"/> <input type="checkbox"/> CHANGE SELF !(C 1s; R 0; D 2-12r+2/L; A IL; S Nil)	<input type="checkbox"/> <input type="checkbox"/> LIGHT !(C 1s; R 6"; D 1t/L; A 2" globe; S Spl)
	<input type="checkbox"/> <input type="checkbox"/> CHROMATIC ORB @(C 1s; R 0; D Spl; A 1 Crt; S Spl)	<input type="checkbox"/> <input type="checkbox"/> PHANTASMAL FORCE !(C 1s; R 6"+1"/L; A 4 sq"+1/L; S Spl)
	<input type="checkbox"/> <input type="checkbox"/> COLOR SPRAY !(C 1s; R 1"/L; D 1s; A Wedge 2"x2"; S Spl)	<input type="checkbox"/> <input type="checkbox"/> PHANTOM ARMOR @(C 1r; R Tch; D Spl; A 1 Man; S Nil)
	<input type="checkbox"/> <input type="checkbox"/> DANCING LIGHTS !(C 1s; R 4"+1/L; D 2r/L; A Spl; S Nil)	<input type="checkbox"/> <input type="checkbox"/> READ ILLUSIONIST MAGIC @(C 1s; R 0; D 2r/L; A Spl; S Nil)
SECOND:	<input type="checkbox"/> <input type="checkbox"/> DARKNESS !(C 1s; R 1"/L; D 2-8r+1/L; A 15' globe; S Spl)	<input type="checkbox"/> <input type="checkbox"/> Unreadable Illusionist Magic @(C 1s; R 0; D 2r/L; A Spl; S Nil)
	<input type="checkbox"/> <input type="checkbox"/> DETECT ILLUSION !(C 1s; R Tch; D 3r+2/L; A Sight 1"/L; S Nil)	<input type="checkbox"/> <input type="checkbox"/> SPOOK @(C 1s; R 0; D Spl; A 1 Crt w/in 1"; S Neg)
	<input type="checkbox"/> <input type="checkbox"/> DETECT INVISIBILITY !(C 1s; R 1"/L; D 5r/L; A 1" path; S Nil)	<input type="checkbox"/> <input type="checkbox"/> WALL OF FOG !(C 1s; R 3"; D 2-8r+1/L; A Spl; S Nil)
	<input type="checkbox"/> <input type="checkbox"/> GAZE REFLECTION !(C 1s; R 0; D 1r; A Spl; S Nil)	
THIRD:	<input type="checkbox"/> <input type="checkbox"/> ALTER SELF @(C 2s; R 0; D 3-12r+2/L; A IL; S Nil)	<input type="checkbox"/> <input type="checkbox"/> IMPROVED PHANTASMAL FORCE !(C 1s; R 6"+1/L; D Spl; A 4 sq"+1/L; S Spl)
	<input type="checkbox"/> <input type="checkbox"/> BLINDNESS !(C 2s; R 3"; D Spl; A 1 Crt; S Neg)	<input type="checkbox"/> <input type="checkbox"/> INVISIBILITY !(C 2s; R Tch; D Spl; A 1 Crt; S Nil)
	<input type="checkbox"/> <input type="checkbox"/> BLUR !(C 2s; R 0; D 3r+1/L; A IL; S Nil)	<input type="checkbox"/> <input type="checkbox"/> MAGIC MOUTH !(C 2s; R Spl; D Spl; A 1 Obj; S Nil)
	<input type="checkbox"/> <input type="checkbox"/> DEAFNESS !(C 2s; R 6"; D Spl; A 1 Crt; S Neg)	<input type="checkbox"/> <input type="checkbox"/> MIRROR IMAGE !(C 2s; R 0; D 3r/L; A 6' rad; S Nil)
	<input type="checkbox"/> <input type="checkbox"/> DETECT MAGIC !(C 2s; R 0; D 2r/L; A 1"x6" path; S Nil)	<input type="checkbox"/> <input type="checkbox"/> MISDIRECTION !(C 2s; R 3"; D 1r/L; A Spl; S Neg)
FOURTH:	<input type="checkbox"/> <input type="checkbox"/> FASCINATE @(C 2s; R 3"; D Spl; A 1 Crt; S Neg)	<input type="checkbox"/> <input type="checkbox"/> ULTRAVISION @(C 2s; R Tch; D 6t+1/L; A 1 Crt; S Nil)
	<input type="checkbox"/> <input type="checkbox"/> FOG CLOUD !(C 2s; R 1"; D 4r+1/L; A 4"x2"x2"; S Nil)	<input type="checkbox"/> <input type="checkbox"/> VENTRILOQUISM !(C 2s; R 1"/L; D 4r+1/L; A 1 Itm; S Nil)
	<input type="checkbox"/> <input type="checkbox"/> HYPNOTIC PATTERN !(C 2s; R 0; D Spl; A 3"x3"; S Neg)	<input type="checkbox"/> <input type="checkbox"/> WHISPERING WIND @(C 2s; R Spl; D Spl; A 10'/L or 1 mi/L; S Nil)
FIFTH:	<input type="checkbox"/> <input type="checkbox"/> CONTINUAL DARKNESS !(C 3s; R 6"; D Pmt; A 3" sphere; S Spl)	<input type="checkbox"/> <input type="checkbox"/> NON-DETECTION !(C 3s; R 0; D 1r/L; A 5' rad; S Nil)
	<input type="checkbox"/> <input type="checkbox"/> CONTINUAL LIGHT !(C 3s; R 6"; D Pmt; A 6' sphere; S Spl)	<input type="checkbox"/> <input type="checkbox"/> PARALYZATION !(C 3s; R 1"/L; D Spl; A HD/L=2xIL in 2" sq; S Neg)
	<input type="checkbox"/> <input type="checkbox"/> DELUDE @(C 3s; R 0; D 1r/L; A IL; S Neg)	<input type="checkbox"/> <input type="checkbox"/> PHANTOM STEED @(C 1r; R Tch; D 6t/L; A Spl; S Nil)
	<input type="checkbox"/> <input type="checkbox"/> DISPEL ILLUSION !(C 3s; R 1"/L; D Pmt; A Spl; S Nil)	<input type="checkbox"/> <input type="checkbox"/> PHANTOM WIND @(C 3s; R 1"/L; D 1r/L; A 1" path; S Nil)
	<input type="checkbox"/> <input type="checkbox"/> FEAR !(C 3s; R 0; D Spl; A Cone 6"x3"; S Neg)	<input type="checkbox"/> <input type="checkbox"/> ROPE TRICK !(C 3s; R Tch; D 2t/L; A Spl; S Nil)
SIXTH:	<input type="checkbox"/> <input type="checkbox"/> HALLUCINATORY TERRAIN !(C 5r; R 2"+2/L; D Spl; A 4" sq+1/L; S Nil)	<input type="checkbox"/> <input type="checkbox"/> SPECTRAL FORCE !(C 3s; R 6"+1/L; D Spl; A 4 sq"+1/L; S Spl)
	<input type="checkbox"/> <input type="checkbox"/> ILLUSIONARY SCRIPT !(C Spl; R Spl; D Pmt; A Crt; S Nil)	<input type="checkbox"/> <input type="checkbox"/> SUGGESTION !(C 3s; R 3"; D 4t+4/L; A 1 Crt; S Neg)
	<input type="checkbox"/> <input type="checkbox"/> INVISIBILITY, 10' RADIUS !(C 3s; R Tch; D Spl; A 10' rad; S Nil)	<input type="checkbox"/> <input type="checkbox"/> WRATHFORM @(C 1s; R 0; D 2r/L; A IL; S Nil)
SEVENTH:	<input type="checkbox"/> <input type="checkbox"/> CONFUSION !(C 4s; R 8"; D 1r/L; A 4"x4"; S Spl)	<input type="checkbox"/> <input type="checkbox"/> MINOR CREATION !(C 1r; R Tch; D 6t/L; A Spl; S Nil)
	<input type="checkbox"/> <input type="checkbox"/> DISPEL EXHAUSTION !(C 4s; R Tch; D 3t/L; A 1-4 Men; S Nil)	<input type="checkbox"/> <input type="checkbox"/> PHANTASMAL KILLER !(C 4s; R 1"/2L; D 1r/L; A 1 Crt; S Spl)
	<input type="checkbox"/> <input type="checkbox"/> DISPEL MAGIC @(C 4s; R 9"; D Pmt; A 3" cube; S Nil)	<input type="checkbox"/> <input type="checkbox"/> RAINBOW PATIERN @(C 4s; R 1"; D Spl; A 3"x3"; S Neg)
	<input type="checkbox"/> <input type="checkbox"/> EMOTION !(C 4s; R 1"/L; D Spl; A 4"x4"; S Neg)	<input type="checkbox"/> <input type="checkbox"/> SHADOW MONSTERS !(C 4s; R 3"; D 1r/L; A 2"x2"; S Spl)
	<input type="checkbox"/> <input type="checkbox"/> IMPROVED INVISIBILITY !(C 4s; R Tch; D 4r+1/L; A 1 Crt; S Nil)	<input type="checkbox"/> <input type="checkbox"/> SOLID FOG @(C 4s; R 3"; D 2-8r+1/L, A 2 cu"/L; S Nil)
EIGHTH:	<input type="checkbox"/> <input type="checkbox"/> MASSMORPH !(C 4s; R 1"/L; D Spl; A 1" sq/L; S Nil)	<input type="checkbox"/> <input type="checkbox"/> VACANCY @(C 4s; R 1"/L; D 1t/L; A 1" rad/L; S Nil)
NINTH:	<input type="checkbox"/> <input type="checkbox"/> ADVANCED ILLUSION @(C 5s; R 6"+1"/L; D 1r/L; A 4 sq"+1/L; S Spl)	<input type="checkbox"/> <input type="checkbox"/> PROJECTED IMAGE !(C 5s; R 1"/2L; D 1r/L; A Spl; S Nil)
	<input type="checkbox"/> <input type="checkbox"/> CHAOS !(C 5s; R 1"/2L; D 1r/L; A 4"x4"; S Spl)	<input type="checkbox"/> <input type="checkbox"/> SHADOW DOOR !(C 2s; R 1"; D 1r/L; A Spl; S Nil)
	<input type="checkbox"/> <input type="checkbox"/> DEMI-SHADOW MONSTERS !(C 5s; R 3"; D 1r/L; A 2"x2"; S Spl)	<input type="checkbox"/> <input type="checkbox"/> SHADOW MAGIC !(C 5s; R 5"+1/L; D Spl; A Spl; S Spl)
	<input type="checkbox"/> <input type="checkbox"/> DREAM @(C 1day; R Spl; D Spl; A Spl; S Neg)	<input type="checkbox"/> <input type="checkbox"/> SUMMON SHADOW !(C 5s; R 1"; D 1r+1/L; A 1"x1"; S Nil)
	<input type="checkbox"/> <input type="checkbox"/> MAGIC MIRROR @(C 1hr; R Tch; D 1r/L; A Spl; S Nil)	<input type="checkbox"/> <input type="checkbox"/> TEMPUS FUGIT @(C 5s; R 0; D 5t/L; A 1" rad; S Nil)
TENTH:	<input type="checkbox"/> <input type="checkbox"/> MAJOR CREATION !(C 1r; R 1"; D 6t/L; A Spl; S Nil)	<input type="checkbox"/> <input type="checkbox"/> Slow Time @(C 5s; R 0; D 5t/L; A 1" rad; S Nil)
	<input type="checkbox"/> <input type="checkbox"/> MAZE !(C 5s; R 1"/2L; D Spl; A 1 Crt; S Nil)	
ELEVENTH:	<input type="checkbox"/> <input type="checkbox"/> CONJURE ANIMALS !(C 6s; R 3"; D 1r/L; A HD/L=IL; S Nil)	<input type="checkbox"/> <input type="checkbox"/> PERMANENT ILLUSION !(C 6s; R 1"/L; D Pmt; A 4 sq"+1/L; S Spl)
	<input type="checkbox"/> <input type="checkbox"/> DEATH FOG @(C 6s; R 3"; D 1d4r+1/L; A 2 cu"/L; S Nil)	<input type="checkbox"/> <input type="checkbox"/> PHANTASMAGORIA @(C 6s; R 6"; D 1r/L; A 4 sq"+1/L; S Neg)
	<input type="checkbox"/> <input type="checkbox"/> DEMI-SHADOW MAGIC !(C 6s; R 6"+1/L; D Spl; A Spl; S Spl)	<input type="checkbox"/> <input type="checkbox"/> PROGRAMMED ILLUSION !(C 6s; R 1"/L; D Spl; A 4 sq"+1/L; S Spl)
	<input type="checkbox"/> <input type="checkbox"/> MASS SUGGESTION !(C 6s; R 3"; D 4t+4/L; A 1 Crt/L; S Neg)	<input type="checkbox"/> <input type="checkbox"/> SHADES !(C 6s; R 3"; D 1r/L; A 2"x2"; S Spl)
	<input type="checkbox"/> <input type="checkbox"/> MIRAGE ARCANES @(C 3 or 6s; R 1"/L; D Spl; A 1"/L; S Nil)	<input type="checkbox"/> <input type="checkbox"/> TRUE SIGHT !(C 1r; R Tch; D 1r/L; A 6' sight; S Nil)
TWELFTH:	<input type="checkbox"/> <input type="checkbox"/> MISLEAD @(C 1s; R 1"; D 1r/L; A Spl; S Nil)	<input type="checkbox"/> <input type="checkbox"/> VEIL !(C 3s; R 1"/L; D 1t/L; A 2"x2"/L; S Nil)
THIRTEENTH:	<input type="checkbox"/> <input type="checkbox"/> ALTER REALITY (Limited Wish using a Phantasmal Force)	<input type="checkbox"/> <input type="checkbox"/> SHADOW WALK @(C 1s; R Tch; D 6t/L; A Spl; S Nil)
	<input type="checkbox"/> <input type="checkbox"/> ASTRAL SPELL !(C 3r; R Tch; D Spl; A Spl; S Nil)	<input type="checkbox"/> <input type="checkbox"/> VISION !(C 1s; R 0; D Spl; A IL; S Nil)
	<input type="checkbox"/> <input type="checkbox"/> PRISMATIC SPRAY !(C 1s; R 3"; D Ist; A 7"x1 1/2"x1 1/2"; S Spl)	<input type="checkbox"/> <input type="checkbox"/> WEIRD @(C 1s; R 3"; D Spl; A 2" rad; S Spl)
	<input type="checkbox"/> <input type="checkbox"/> PRISMATIC WALL !(C 7s; R 1"; D 1t/L; A Spl; S Spl)	<input type="checkbox"/> <input type="checkbox"/> FIRST LEVEL MAGIC-USER SPELLS (as appropriate for each spell)

CANTRIPS:

USEFUL CANTRIPS:

<input type="checkbox"/> <input type="checkbox"/> CHILL @(C 1/2s; R 1"; D Ist; A 1 cuft; S Spl)	<input type="checkbox"/> <input type="checkbox"/> EXTERMINATE @(C 1/10s; R 1"; D Pmt; A 1/2 cuft or 1 Crt; S Neg)	<input type="checkbox"/> <input type="checkbox"/> SPICE @(C 1/2s; R 1"; D Pmt; A 1 Obj; S Spl)
<input type="checkbox"/> <input type="checkbox"/> CLEAN @(C 1/2s; R 1"; D Pmt; A 4 sqyd; S Spl)	<input type="checkbox"/> <input type="checkbox"/> FLAVOR @(C 1/2s; R 1"; D Pmt; A 1 Obj; S Spl)	<input type="checkbox"/> <input type="checkbox"/> SPROUT @(C 1/2s; R 1"; D Pmt; A 1 cuyd; S Spl)
<input type="checkbox"/> <input type="checkbox"/> COLOR @(C 1/2s; R 1"; D 30 days; A 1 cuyd; S Spl)	<input type="checkbox"/> <input type="checkbox"/> FRESHEN @(C 1/2s; R 1"; D 1hr; A 1 Obj; S Spl)	<input type="checkbox"/> <input type="checkbox"/> STITCH @(C 1/2s; R 1"; D Pmt; A Spl; S Spl)
<input type="checkbox"/> <input type="checkbox"/> DAMPEN @(C 1/2s; R 1"; D Pmt; A 1 cuyd; S Spl)	<input type="checkbox"/> <input type="checkbox"/> GATHER @(C 1/6s; R 1"; D Pmt; A 1 sqyd; S Spl)	<input type="checkbox"/> <input type="checkbox"/> SWEETEN @(C 1/2s; R 1"; D Pmt; A 1 Obj; S Spl)
<input type="checkbox"/> <input type="checkbox"/> DRY @(C 1/2s; R 1"; D Pmt; A 1 cuyd; S Spl)	<input type="checkbox"/> <input type="checkbox"/> POLISH @(C 1/2s; R 1"; D Pmt; A 1 Obj; S Spl)	<input type="checkbox"/> <input type="checkbox"/> TIE @(C 1/2s; R 1"; D Pmt; A 1 Obj; S Spl)
<input type="checkbox"/> <input type="checkbox"/> DUST @(C 1/2s; R 1"; D Pmt; A 1 cuyd; S Spl)	<input type="checkbox"/> <input type="checkbox"/> SALT @(C 1/6s; R 1"; D Pmt; A 1 Obj; S Spl)	<input type="checkbox"/> <input type="checkbox"/> WARM @(C 1/2s; R 1"; D Ist; A 1" cu; S Spl)
	<input type="checkbox"/> <input type="checkbox"/> SHINE @(C 1/2s; R 1"; D Pmt; A 1 Obj; S Spl)	<input type="checkbox"/> <input type="checkbox"/> WRAP @(C 1/2s; R 1"; D Pmt; A 1 cuyd; S Spl)

REVERSED CANTRIPS:

<input type="checkbox"/> <input type="checkbox"/> CURDLE @(C 1/6s; R 1"; D Pmt; A 1 Obj; S Spl)	<input type="checkbox"/> <input type="checkbox"/> KNOT @(C 1/10s; R 1"; D Pmt; A 1 Obj; S Nil)	<input type="checkbox"/> <input type="checkbox"/> TANGLE @(C 1/6s; R 1"; D Pmt; A 1 Obj; S Spl)
<input type="checkbox"/> <input type="checkbox"/> DIRTY @(C 1/6s; R 1"; D Pmt; A 4 sqyd; S Nil)	<input type="checkbox"/> <input type="checkbox"/> RAVEL @(C 1/10s; R 1"; D Pmt; A Spl; S Spl)	<input type="checkbox"/> <input type="checkbox"/> TARNISH @(C 1/2s; R 1"; D Pmt; A 1 Obj; S Spl)
<input type="checkbox"/> <input type="checkbox"/> DUSTY @(C 1/6s; R 1"; D Pmt; A 10' rad; S Nil)	<input type="checkbox"/> <input type="checkbox"/> SOUR @(C 1/10s; R 1"; D Pmt; A 1 Obj; S Spl)	<input type="checkbox"/> <input type="checkbox"/> UNTIE @(C 1/3s; R 1"; D Pmt; A 1 Obj; S Spl)
<input type="checkbox"/> <input type="checkbox"/> HAIRY @(C 1/10s; R 1"; D Pmt; A 1 Obj; S Nil)	<input type="checkbox"/> <input type="checkbox"/> SPILL @(C 1/6s; R 1"; D Pmt; A 1 Container; S Spl)	<input type="checkbox"/> <input type="checkbox"/> WILT @(C 1/2s; R 1"; D Pmt; A 1 Obj; S Spl)

LEGEDEMAIN CANTRIPS:

<input type="checkbox"/> <input type="checkbox"/> CHANGE @(C 1/10s; R 1"; D Spl; A 1 Itm; S Spl)	<input type="checkbox"/> <input type="checkbox"/> HIDE @(C 1/10s; R 1"; D Spl; A 1 Itm; S Spl)	<input type="checkbox"/> <input type="checkbox"/> PALM @(C 1/10s; R 1"; D Ist; A 1 Itm; S Nil)
<input type="checkbox"/> <input type="checkbox"/> DISTRACT @(C 1/2s; R 1"; D Ist; A Spl; S Spl)	<input type="checkbox"/> <input type="checkbox"/> MUTE @(C 1/10s; R 1"; D Ist; A 1 Obj; S Neg)	<input type="checkbox"/> <input type="checkbox"/> PRESENT @(C 1/6s; R 1"; D Pmt; A 1 Obj; S Spl)

PERSON-EFFECT CANTRIPS:

<input type="checkbox"/> <input type="checkbox"/> BELCH @(C 1/10s; R 1"; D Ist; A 1 Man; S Spl)	<input type="checkbox"/> <input type="checkbox"/> GIGGLE @(C 1/3s; R 1"; D Spl; A 1 Man; S Spl)	<input type="checkbox"/> <input type="checkbox"/> TWITCH @(C 1/3s; R 1"; D Ist; A 1 Crt; S Neg)
<input type="checkbox"/> <input type="checkbox"/> BLINK @(C 1/10s; R 1"; D Ist; A 1 Man; S Spl)	<input type="checkbox"/> <input type="checkbox"/> NOD @(C 1/10s; R 1"; D Ist; A 1 Man; S Neg)	<input type="checkbox"/> <input type="checkbox"/> WINK @(C 1/10s; R 1"; D Spl; A 1 Man; S Spl)
<input type="checkbox"/> <input type="checkbox"/> COUGH @(C 1/3s; R 1"; D Spl; A 1 Man; S Spl)	<input type="checkbox"/> <input type="checkbox"/> SCRATCH @(C 1/6s; R 1"; D Ist; A 1 Crt; S Neg)	<input type="checkbox"/> <input type="checkbox"/> YAWN @(C 1/6s; R 1"; D Ist; A 1 Crt; S Neg)
	<input type="checkbox"/> <input type="checkbox"/> SNEEZE @(C 1/2s; R 1"; D Ist; A 1 Crt; S Neg)	

PERSONAL CANTRIPS:

<input type="checkbox"/> <input type="checkbox"/> BEE @(C 1/2s; R 1"; D Pmt; A 1 Bee; S Nil)	<input type="checkbox"/> <input type="checkbox"/> FIREFINGER @(C 1/3s; R 1"; D Ist; A 1/2" line; S Nil)	<input type="checkbox"/> <input type="checkbox"/> SPIDER @(C 1/2s; R 1"; D Pmt; A 1 Spider; S Spl)
<input type="checkbox"/> <input type="checkbox"/> BLUEGHT @(C 1/2s; R 1"; D Spl; A 1/4" sphere; S Spl)	<input type="checkbox"/> <input type="checkbox"/> GNATS @(C 1/2s; R 1"; D Ist; A 1 cuft; S Spl)	<input type="checkbox"/> <input type="checkbox"/> TWEAK @(C 1/3s; R 1"; D Ist; A 1 Crt; S Spl)
<input type="checkbox"/> <input type="checkbox"/> BUG @(C 1/2s; R 1"; D Pmt; A 1 Bug; S Nil)	<input type="checkbox"/> <input type="checkbox"/> MOUSE @(C 1/2s; R 1"; D Pmt; A 1 Mouse; S Nil)	<input type="checkbox"/> <input type="checkbox"/> UNLOCK @(C 1/2s; R 1"; D Ist; A 1 Lock; S Nil)
	<input type="checkbox"/> <input type="checkbox"/> SMOKEPUFF @(C 1/3s; R 1"; D Pmt; A 1" dia; S Nil)	

HAUNTING SOUND CANTRIPS:

<input type="checkbox"/> <input type="checkbox"/> CREAK @(C 1/6s; R 1"; D 1/3-1/2s; A Spl; S Neg)	<input type="checkbox"/> <input type="checkbox"/> GROAN @(C 1/6s; R 1"; D Ist; A Spl; S Neg)	<input type="checkbox"/> <input type="checkbox"/> TAP @(C 1/6s; R 1"; D Spl; A 1 sqft; S Neg)
<input type="checkbox"/> <input type="checkbox"/> FOOTFALL @(C 1/6s; R 1"; D Ist; A Spl; S Neg)	<input type="checkbox"/> <input type="checkbox"/> MOAN @(C 1/10s; R 1"; D Ist; A Spl; S Neg)	<input type="checkbox"/> <input type="checkbox"/> THUMP @(C 1/10s; R 1"; D Ist; A Spl; S Neg)
	<input type="checkbox"/> <input type="checkbox"/> RATTLE @(C 1/10s; R 1"; D Ist; A Spl; S Neg)	<input type="checkbox"/> <input type="checkbox"/> WHISTLE @(C 1/6s; R 1"; D Ist; A Spl; S Neg)

MINOR ILLUSION CANTRIPS:

<input type="checkbox"/> <input type="checkbox"/> COLORED LIGHTS @(C 1/2s; R 1"; D Spl; A Spl; S Spl)	<input type="checkbox"/> <input type="checkbox"/> HAZE @(C 1/2s; R 1"; D Pmt; A 1" cu; S Spl)	<input type="checkbox"/> <input type="checkbox"/> NOISE @(C 1/6s; R 1"; D Pmt; A 1" rad; S Neg)
<input type="checkbox"/> <input type="checkbox"/> DIM @(C 1/2s; R 1"; D Pmt; A Spl; S Spl)	<input type="checkbox"/> <input type="checkbox"/> MASK @(C 1/6s; R 1"; D 3-6r; A 1 Man; S Spl)	<input type="checkbox"/> <input type="checkbox"/> RAINBOW @(C 1/3s; R 1"; D Ist; A Spl; S Neg)
	<input type="checkbox"/> <input type="checkbox"/> MIRAGE @(C 1/2s; R 1"; D Spl; A 2" sq; S Neg)	<input type="checkbox"/> <input type="checkbox"/> TWO-DILUSION @(C 1/6s; R 1"; D Spl; A 4" sq; S Spl)

Advanced Dungeons & Dragons®

SPELL PLANNER

DRUID SPELLS Character: _____

Spells Available by Level

— 1 — 2 — 3 — 4 — 5 — 6 — 7

Underline all Spells in Spellbook

FIRST LEVEL:	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ANIMAL FRIENDSHIP !(C 6t; R 1"; D Pmt; A 1 Ani; S Neg)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> LOCATE ANIMALS !(C 1r; R 0; D 1r/L; A 2" path×2"/L; S Nil)
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> CEREMONY @(C 1hr; R Tch; D Pmt; A 1 Itm; S Spl)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> PASS WITHOUT TRACE !(C 1r; R Tch; D 1t/L; A 1 Crt; S Nil)
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> DETECT BALANCE @(C 1s; R 6"; D 1r/L; A 1 Itm/r; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> PRECIPITATION @(C 3s; R 1"/L; D 1s/L; A Cy 12"×3" dia; S Spl)
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> DETECT MAGIC !(C 3s; R 0; D 12r; A 1"×4"; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> PREDICT WEATHER !(C 1r; R 0; D 2hr/L; A 9 sqmi; S Nil)
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> DETECT POISON @(C 1r; R 0; D 1r/L; A 1 cu yd; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> PURIFY WATER !(C 1r; R 4"; D Pmt; A 1 cuft/L; S Nil)
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> DETECT SNARES & PITS !(C 3s; R 0; D 4r/L; A 1"×4"; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Contaminate Water !(C 1r; R 4"; D Pmt; A 1 cuft/L; S Nil)
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ENTANGLE !(C 3s; R 8"; D 1t; A 4" dia; S Slows 50%)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> SHILLELAGH !(C 1s; R Tch; D 1r/L; A 1 Club; S Nil)
SECOND LEVEL:	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> FAERIE FIRE !(C 3s; R 8"; D 4r/L; A 12"/L w/in 4" rad; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> SPEAK WITH ANIMALS !(C 3s; R 0; D 2r/L; A 1 Type in 4" rad; S Nil)
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> INVISIBILITY TO ANIMALS !(C 4s; R Tch; D 1t+1r/L; A 1 Crt; S Nil)	
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> BARKSKIN !(C 3s; R Tch; D 4r+1/L; A 1 Crt; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> HEAT METAL !(C 4s; R 4"; D 7r; A Spl; S Nil)
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> CHARM PERSON or MAMMAL !(C 4s; R 8"; D Spl; A 1 Crt; S Neg)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Chill Metal !(C 4s; R 4"; D 7r; A Spl; S Nil)
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> CREATE WATER !(C 1r; R 1"; D Pmt; A 1 cuft/L; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> LOCATE PLANTS !(C 1r; R 0; D 1t/L; A 1" dia/L; S Nil)
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> CURE LIGHT WOUNDS !(C 4s; R Tch; D Pmt; A 1 Crt; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> OBSCUREMENT !(C 4s; R 0; D 4r/L; A L×1" cube; S Nil)
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Cause Light Wounds !(C 4s; R Tch; D Pmt; A 1 Crt; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> PRODUCE FLAME !(C 4s; R 0; D 2r/L; A Hurl 4", 3" dia; S Nil)
THIRD LEVEL:	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> FEIGN DEATH !(C 3s; R 1"; D 4r+2/L; A 1 Crt; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> REFLECTING POOL @(C 2hr; R 1"; D 1r/L; A 1 Itm; S Nil)
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> FIRE TRAP !(C 1r; R Tch; D Spl; A 1 Obj; S 1/2)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> SLOW POISON @(C 1s; R Tch; D 1hr/L; A 1 Crt; S Nil)
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> FLAME BLADE @(C 1s; R 0; D 1r/L; A 3" sword; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> TRIP !(C 4s; R Tch; D 1t/L; A 1 Obj; S Neg)
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> GOODBERRY @(C 1r; R Tch; D 1day+1/L; A 2-8 Berries; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> WARP WOOD !(C 4s; R 1"/L; D Pmt; A 1 Arrow/L; S Nil)
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> BadBerry @(C 1r; R Tch; D 1day+1/L; A 2-8 Berries; S Nil)	
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> CALL LIGHTNING !(C 1t; R 0; D 1t/L; A 36" rad; S 1/2)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> PYROTECHNICS !(C 5s; R 16"; D 1s/L or 1r/L; A Spl; S Nil)
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> CLOUDBURST @(C 5s; R 1"/L; D 1r; A Cyl 6"×3" dia; S Spl)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> SNARE !(C 3r; R Tch; D Spl; A 2' dia+1"/L; S Nil)
FOURTH LEVEL:	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> CURE DISEASE !(C 1r; R Tch; D Pmt; A 1 Crt; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> SPIKE GROWTH @(C 5s; R 6"; D 3-12t+1/L; A 10' sq/L; S Nil)
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Cause Disease !(C 1r; R Tch; D Pmt; A 1 Crt; S Neg)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> STARSHINE @(C 5s; R 1"/L; D 1t/L; A 10' sq/L; S Nil)
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> HOLD ANIMAL !(C 5s; R 8"; D 2r/L; A 1-4 Ani; S Neg)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> STONE SHAPE !(C 1r; R Tch; D Pmt; A 3 cuft+1/L; Nil)
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> KNOW ALIGNMENT @(C 5s; R 1"; D 5r; A 1 Crt/r; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> SUMMON INSECTS !(C 1r; R 3"; D 1r/L; A Spl; S Nil)
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> NEUTRALIZE POISON !(C 5s; R Tch; D Pmt; A 1 Crt or 1 cuft/2L; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> TREE !(C 5s; R 0; D 6t+1/L; A DR; S Nil)
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Poison !(C 5s; R Tch; D Pmt; A 1 Crt or 1 cuft/2L; S Neg)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> WATER BREATHING !(C 5s; R Tch; D 6t/L; A 1 Crt; S Nil)
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> PLANT GROWTH !(C 1r; R 16"; D Pmt; A 2"×2"/L; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Air Breathing !(C 5s; R Tch; D 6t/L; A 1 Crt; S Nil)
FIFTH LEVEL:	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> PROT. FROM FIRE !(C 5s; R Tch; D 12 hp of Dmg/L; A 1 Crt; S Nil)	
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ANIMAL SUMMONING I !(C 6s; R 4"/L; D Spl; A 1-8 Ani; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> HOLD PLANT !(C 6s; R 8"; D 1r/L; A 1-4 Plant or 4-16 sqft; S Neg)
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> CALL WOODLAND BEING !(C Spl; R 12" +1/L; D Spl; A Spl; S Neg)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> PLANT DOOR !(C 6s; R Tch; D 1t/L; A 12"/L; S Nil)
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> CONTROL TEMP. 10'rad !(C 6s; R 0; D 4t+1/L; A 20' sphere; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> PRODUCE FIRE !(C 6s; R 4"; D 1r; A 12' sq; S Nil)
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> CURE SERIOUS WOUNDS !(C 6s; R Tch; D Pmt; A 1 Crt; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Quench Fire !(C 6s; R 4"; D Pmt; A 12' sq; S Neg)
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Cause Serious Wounds !(C 6s; R Tch; D Pmt; A 1 Crt; S Neg)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> PROT/LIGHTNING !(C 6s; R Tch; D 12hp of Dmg/L; A 1 Crt; S Nil)
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> DISPEL MAGIC !(C 6s; R 8"; D Pmt; A 4" cube; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> REPEL INSECTS !(C 1r; R 0; D 1t/L; A 10' rad; S Nil)
SIXTH LEVEL:	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> HALLUCINATORY FOREST !(C 6s; R 8"; D Pmt; A 4" sq/L; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> SPEAK WITH PLANTS !(C 1t; R 0; D 2r/L; A 8" dia; S Nil)
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Vanish Forest !(C 6s; R 8"; D Pmt; A 4" sq/L; S Nil)	
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ANIMAL GROWTH !(C 7s; R 8"; D 2r/L; A 1-8 Ani in 2" sq; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> PASS PLANT !(C 7s; R Tch; D Spl; A Spl; S Nil)
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Shrink Animal !(C 7s; R 8"; D 2r/L; A 1-8 Ani in 2" sq; S Neg)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> SPIKE STONES @(C 6s; R 1"; D 3-12t+1/L; A 1" sq/L; S Nil)
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ANIMAL SUMMONING II !(C 7s; R 6"/L; D Spl; A Up to 12 Ani; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> STICKS TO SNAKES !(C 7s; R 4"; D 2r/L; A 1" cube; S Nil)
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ANTI PLANT SHELL !(C 7s; R 0; D 1t/L; A 16' Hemisphere; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Snakes to Sticks !(C 7s; R 4"; D 2r/L; A 1" cube; S Neg)
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> COMMUNE W/NATURE !(C 1t; R 0; D Spl; A 1 mi/2L; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> TRANSMUTE ROCK TO MUD !(C 7s; R 16"; D Spl; A 2" cube/L; S Nil)
SEVENTH LEVEL:	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> CONTROL WINDS !(C 7s; R 0; D 1t/L; A 4" Hemisphere/L; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Transmute Mud to Rock !(C 7s; R 16"; D Pmt; A 2" cube/L; S Spl)
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> INSECT PLAGUE !(C 1t; R 32"; D 1t/L; A Cloud 4"×32" dia; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> WALL OF FIRE !(C 7s; R 8"; D Spl; A Spl; S Nil)
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> MOONBEAM @(C 7s; R 1"/L; D 1r/L; A 1" sphere; S Nil)	
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ANIMAL SUMMONING III !(C 8s; R 8"/L; D Spl; A Spl; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> LIVEOAK @(C 1t; R Tch; D 1day/L; A 1 Tree; S Nil)
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ANTI-ANIMAL SHELL !(C 1r; R 0; D 1t/L; A 20' Hemisphere; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> TRANSMUTE WATER TO DUST @(C 8s; R 6"; D Pmt; A 1 cu"/L; S Spl)
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> CONJURE FIRE ELEMENTAL !(C 6r; R 8"; D 1t/L; A Spl; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Transmute Dust to Water @(C 8s; R 6"; D Pmt; A 1 cu"/L; S Spl)
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Dismiss Fire Elemental !(C 6r; R 8"; D Pmt; A Spl; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> TRANSPORT VIA PLANTS !(C 3s; R Tch; D Spl; A Spl; S Nil)
EIGHTH LEVEL:	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> CURE CRITICAL WOUNDS !(C 8s; R Tch; D Pmt; A 1 Crt; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> TURN WOOD !(C 8s; R 0; D 4r/L; A 12" path×2"/L; S Nil)
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Cause Critical Wounds !(C 8s; R Tch; D Pmt; A 1 Crt; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> WALL OF THORNS !(C 8s; R 8"; D 1t/L; A 10" cube/L; S Nil)
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> FEEBLEMIND !(C 8s; R 16"; D Pmt; A 1 Crt; S Neg)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> WEATHER SUMMONS !(C 1t; R 0; D Spl; A Spl; S Nil)
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> FIRE SEEDS !(C 1r/seed; R 4"; D Spl; A Spl; S 1/2)	
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ANIMATE ROCK !(C 9s; R 4"; D 1r/L; A 2cuft/L; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> CREEPING DOOM !(C 9s; R 0; D 4r/L; A Spl; S Nil)
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> CHANGESTAFF @(C 3s; R Tch; D Spl; A Staff; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> FINGER OF DEATH !(C 5s; R 6"; D Pmt; A 1 Crt; S Neg)
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> CHARIOT OF SUSTARRE !(C 1t; R 1"; D 6t+1/L; A Spl; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> FIRE STORM !(C 9s; R 16"; D 1r; A 2" cube/L; S 1/2)
NINTH LEVEL:	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> CONFESSION !(C 9s; R 8"; D 1r/L; A 4"×4"; S Spl)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Fire Quench !(C 9s; R 16"; D Pmt; A 2" cube/L; S Spl)
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> CONJURE EARTH ELEMENTAL !(C 1t; R 4"; D 1t/L; A Spl; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> REINCARNATE !(C 1t; R Tch; D Pmt; A 1 Man; S Nil)
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Dismiss Earth Elemental !(C 1t; R 4"; D 1t/L; A Spl; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> SUNRAY @(C 3s; R 1"/L; D 1r; A 1" sphere; S Spl)
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> CONTROL WEATHER !(C 1t; R 0; D 12d8hr; A 4-32 sqmi; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> TRANSMUTE METAL TO WOOD !(C 9s; R 8"; D Pmt; A 1 Obj; S Spl)

Oriental Adventures

SPELL PLANNER

SHUKENJA SPELLS Character: _____

Spells Available by Level

_____ 1 _____ 2 _____ 3 _____ 4 _____ 5 _____ 6 _____ 7

Underline all Spells in Spellbook

FIRST LEVEL:

- ☐ ☐ ANIMAL COMPANION *(C 1t; R 1mi; D Spl; A 1 Crt; S Neg)
☐ ☐ AUGURY *(C 1r; R 0; D Spl; A SH; S Nil)
☐ ☐ BENEFICENCE *(C 5s; R Tch; D 2r/L; A 1" rad/L; S Nil)
☐ ☐ BLESS *(C 1r; R 6"; D 6t; A 5"×5"; S Nil)
☐ ☐ Curse *(C 1r; R 6"; D 6t; A 5"×5"; S Neg)
☐ ☐ CALM *(C 5s; R 3"; D Pmt; A 1HD/L; S Neg)
☐ ☐ CURE LIGHT WOUNDS *(C 5s; R Tch; D Pmt; A 1 Crt; S Nil)
☐ ☐ Cause Light Wounds *(C 5s; R Tch; D Pmt; A 1 Crt; S Neg)
☐ ☐ DEFLECTION *(C 1r; R 12"; D 2r/L; A 1 Crt; S Spl)
☐ ☐ Attraction *(C 1r; R 12"; D 2r/L; A 1 Crt; S Spl)
☐ ☐ DETECT DISEASE *(C 1r; R 1"; D 1r/L; A 1HD/L; S Nil)
☐ ☐ DETECT EVIL *(C 1r; R 12"; D 1t + 1/2/L; A 1"×12"; S Nil)
☐ ☐ Detect Good *(C 1r; R 12"; D 1t + 1/2/L; A 1"×12"; S Nil)

- ☐ ☐ DETECT HARMONY *(C 1t; R 0; D 1st; A 10"sq/L; S Nil)
☐ ☐ DETECT MAGIC *(C 1r; R 3"; D 1t; A 1"×3"; S Nil)
☐ ☐ DETECT POISON *(C 1r; R 0; D 1r/L; A Spl; S Nil)
☐ ☐ DIVINING ROD *(C 1r; R 6"; D 1r/L; A Spl; S Nil)
☐ ☐ KNOW HISTORY *(C 1r; R 12"; D 1st; A 1 Itm; S Spl)
☐ ☐ OMEN *(C 1t; R 0; D Spl; A Spl; S Nil)
☐ ☐ PURIFY FOOD & DRINK *(C 1r; R 3"; D Pmt; A 1 cuft/L; S Nil)
☐ ☐ Putrefy Food & Drink *(C 1r; R 3"; D Pmt; A 1 cuft/L; S Nil)
☐ ☐ RESIST *(C 1r; R Tch; D 1r/L; A 1 Crt; S Nil)
☐ ☐ SNAKE CHARM *(C 5s; R 3"; D Spl; A Spl; S Nil)
☐ ☐ TRANCE *(C 1r; R 0; D 1r/L; A 12"; S Nil)
☐ ☐ WEAPON BLESS *(C 1t; R Tch; D Spl; A 1 Wpn; S Nil)

SECOND LEVEL:

- ☐ ☐ AID *(C 4s; R Tch; D 1r + 1/L; A 1 Man; S Nil)
☐ ☐ CHANT *(C 1t; R 0; D Spl; A 3" rad; S Nil)
☐ ☐ COMM. WITH LESSER SPIRIT *(C 1t; R 1"; D Spl; A Spl; S Nil)
☐ ☐ CREATE SPRING *(C 1r; R Tch; D Pmt; A Spl; S Nil)
☐ ☐ Dry Spring *(C 1r; R Tch; D Pmt; A Spl; S Nil)
☐ ☐ DETECT CHARM *(C 1r; R 3"; D 1t; A 1 Crt; S Nil)
☐ ☐ Hide Charm *(C 1r; R 3"; D 1t; A 1 Crt; S Nil)
☐ ☐ DETECT LIFE *(C 1r; R 10"/L; D 5s; A 1 Crt; S Nil)
☐ ☐ DREAM SIGHT *(C 1r; R Spl; D 1r/L; A SH; S Nil)
☐ ☐ ENTHRALL *(C 1r; R 3"; D Spl; A 90" rad; S Neg)
☐ ☐ HOLD PERSON *(C 5s; R 6"; D 4r + 1/L; A 1-3 Crt; S Neg)
☐ ☐ HOLY SYMBOL *(C 1t; R 0; D Pmt; A 1 Obj; S Nil)

- ☐ ☐ KNOW MOTIVATION *(C 1r; R 0; D 1r/L; A 1"×3"; S Nil)
☐ ☐ Conceal Motivation *(C 1r; R 0; D 1r/L; A 1"×3"; S Nil)
☐ ☐ MESSENGER *(C 1r; R 2"/L; D 1hr/L; A 1 Crt; S Neg)
☐ ☐ OBSCUREMENT *(C 4s; R 0; D 4r/L; A 1" cu/L; S Nil)
☐ ☐ PROT. FROM SPIRITS *(C 1r; R Tch; D 3r/L; A 1" dia; S Spl)
☐ ☐ REQUEST *(C 3t; R 0; D Spl; A Spl; S Neg)
☐ ☐ SLOW POISON *(C 1s; R Tch; D 1hr/L; A 1 Crt; S Nil)
☐ ☐ SNAKE SUMMONS *(C 1r; R 12"; D 1t/L; A 12" rad; S Spl)
☐ ☐ SPEAK WITH ANIMALS *(C 5s; R Tch; D 2t/L; A 1 Crt; S Nil)
☐ ☐ WARNING *(C 2s; R Tch; D 1r/L; A 10" rad; S Nil)
☐ ☐ WITHDRAW *(C 3s; R 0; D Spl; A SH; S Nil)

THIRD LEVEL:

- ☐ ☐ CASTIGATE *(C 3s; R 6"; D 1st; A 2" rad; S Spl)
☐ ☐ CURE BLINDNESS *(C 1r; R Tch; D Pmt; A 1 Crt; S Nil)
☐ ☐ Cause Blindness *(C 1r; R Tch; D Pmt; A 1 Crt; S Neg)
☐ ☐ CURE DISEASE *(C 1t; R Tch; D Pmt; A 1 Crt; S Nil)
☐ ☐ Cause Disease *(C 2t; R Tch; D Pmt; A 1 Crt; S Neg)
☐ ☐ DEATH'S DOOR *(C 5s; R Tch; D 1hr/L; A 1 Man; S Nil)
☐ ☐ DETECT CURSE *(C 1r; R 0; D 1r/L; A 1"×3"; S Nil)
☐ ☐ DISPEL MAGIC *(C 6s; R 6"; D Pmt; A 3" cube; S Nil)
☐ ☐ DIVINATION *(C 1t; R Tch; D Spl; A Spl; S Nil)
☐ ☐ DREAM VISION *(C 1t; R Tch; D Spl; A 1 Crt; S Nil)
☐ ☐ Nightmare *(C 1t; R Tch; D Spl; A 1 Crt; S Neg)
☐ ☐ FLAME WALK *(C 5s; R Tch; D 1t + 1/L; A Spl; S Nil)
☐ ☐ INVISIBILITY TO SPIRITS *(C 1t; R Tch; D 1t/L; A 1 Crt; S Nil)
☐ ☐ KNOW ALIGNMENT *(C 1r; R 1"; D 1t; A 1 Crt/r; S Nil)

- ☐ ☐ Obscure Alignment *(C 1r; R 1"; D 1t; A 1 Crt/r; S Nil)
☐ ☐ LEVITATE *(C 2s; R 2"/L; D 1t/L; A Spl; S Neg)
☐ ☐ MAGICAL VESTMENT *(C 1r; R Tch; D 6r/L; A SH; S Nil)
☐ ☐ OATH *(C 1r; R 1"; D Pmt; A 1 Crt; S Neg)
☐ ☐ Unbind *(C 1r; R 1"; D Pmt; A 1 Crt; S Nil)
☐ ☐ POSSESS ANIMAL *(C 1r; R 1"; D 1r/L; A 1 Crt; S Neg)
☐ ☐ PRAYER *(C 6s; R 0; D 1r/L; A 6" rad; S Nil)
☐ ☐ REMOVE CURSE *(C 6s; R Tch; D Pmt; A Spl; S Spl)
☐ ☐ Bestow Curse *(C 6s; R Tch; D 1t/L; A 1 Crt; S Neg)
☐ ☐ REMOVE PARALYSIS *(C 6s; R 1"/L; D Pmt; A 1-4 Crt; S Nil)
☐ ☐ Cause Paralysis *(C 6s; R 1"/L; D 1-6t + 1/L; A 1 Crt; S Neg)
☐ ☐ SPEAK WITH DEAD *(C 1t; R 1"; D Spl; A 1 Crt; S Nil)
☐ ☐ SUBSTITUTION *(C 3t; R 0; D Spl; A Spl; S Nil)

FOURTH LEVEL:

- ☐ ☐ ABJURE *(C 1r; R 1"; D Pmt; A 1 Crt; S Neg)
☐ ☐ Implore *(C 1r; R 1"; D Pmt; A 1 Crt; S Neg)
☐ ☐ CURE SERIOUS WOUNDS *(C 7s; R Tch; D Pmt; A 1 Crt; S Nil)
☐ ☐ Cause Serious Wounds *(C 7s; R Tch; D Pmt; A 1 Crt; S Neg)
☐ ☐ DETECT LIE *(C 7s; R 3"; D 1r/L; A 1 Man; S Nil)
☐ ☐ Undetectable Lie *(C 7s; R 3"; D 1r/L; A 1 Man; S Nil)
☐ ☐ DETECT SHAPECHANGER *(C 1r; R 6"; D 3r/L; A 1 Crt/L; S Nil)
☐ ☐ ENDURANCE *(C 1t; R Tch; D 24hr; A 1 Crt/2L; S Nil)
☐ ☐ Fatigue *(C 1r; R Tch; D 24hr; A 1 Crt/2L; S Neg)
☐ ☐ EXORCISE *(C 1-100+; R 1"; D Pmt; A 1km; S Nil)
☐ ☐ FATE *(C 6t; R 0; D Spl; A 1 Crt; S Nil)
☐ ☐ NEUT. POISON *(C 7s; R 0; D Pmt; A 1 Crt or 1 cuft/2L; S Nil)
☐ ☐ Poison *(C 7s; R Tch; D Pmt; A 1 Crt or 1 cuft/2L; S Neg)
☐ ☐ PACIFY *(C 4s; R 0; D 1r/L; A 1 Crt/L; S Nil)

- ☐ ☐ PENETRATE DISGUISE *(C 2r; R 12"; D 1r; A 1 Crt; S Neg)
☐ ☐ POLYMORPH SELF *(C 3s; R 0; D 2t/L; A SH; S Nil)
☐ ☐ PROT/ EVIL, 10' RAD *(C 7s; R Tch; D 1r/L; A 20' dia; S Nil)
☐ ☐ Prot/ Good, 10' Radius *(C 7s; R Tch; D 1r/L; A 20' dia; S Nil)
☐ ☐ REANIMATION *(C 1r; R Tch; D 1day/L; A 1 Crt; S Spl)
☐ ☐ REMORSE *(C 1r; R Tch; D Spl; A 1 Crt; S Neg)
☐ ☐ REWARD *(C 1t; R 0; D Pmt; A 1 Crt; S Nil)
☐ ☐ SNAKE BARRIER *(C 4s; R 12"; D 3t/L; A 2" sq/L; S 1/2)
☐ ☐ SPEAK WITH PLANTS *(C 1t; R 0; D 1r/L; A 6" dia; S Nil)
☐ ☐ SPELL IMMUNITY *(C 1r; R Tch; D 1r/L; A 1 Crt; S Nil)
☐ ☐ SUSTAIN *(C 1r; R 1"; D 6hr/L; A 1 Crt/2L; S Nil)
☐ ☐ TONGUES *(C 7s; R 0; D 1t; A 6" dia; S Nil)
☐ ☐ Babble *(C 7s; R 0; D 1t; A 6" dia; S Nil)

FIFTH LEVEL:

- ☐ ☐ ADVICE *(C 5s; R 1"; D 1st; A 1 Crt; S Neg)
☐ ☐ AIR WALK *(C 1s; R 0; D 6t + 1/L; A 1 Crt; S Nil)
☐ ☐ ATONEMENT *(C 1t; R Tch; D Pmt; A 1 Man; S Nil)
☐ ☐ COMMUNE W/ GREATER SPIRITS *(C 1t; R 0; D Spl; A Spl; S Nil)
☐ ☐ CURE CRITICAL WOUNDS *(C 8s; R Tch; D Pmt; A 1 Crt; S Nil)
☐ ☐ Cause Critical Wounds *(C 8s; R Tch; D Pmt; A 1 Crt; S Neg)
☐ ☐ DISPEL EVIL *(C 8s; R Tch; D 1r/L; A 1 Crt; S Neg)
☐ ☐ Dispel Good *(C 8s; R Tch; D 1r/L; A 1 Crt; S Neg)
☐ ☐ MENTAL STRENGTH *(C 5s; R Tch; D 1r/L; A 1 Crt; S Nil)

- ☐ ☐ Mental Weakness *(C 5s; R Tch; D 1r/L; A 1 Crt; S Neg)
☐ ☐ POSSESS *(C 1t; R 36"; D 1r/L; A 1 Crt; S Neg)
☐ ☐ RAISE DEAD *(C 1r; R 3"; D Pmt; A 1 Man; S Spl)
☐ ☐ Slay Living *(C 1r; R 3"; D Pmt; A 1 Man; S 2d8+1)
☐ ☐ REMEMBER *(C 1t; R Tch; D Pmt; A 1 Man; S Spl)
☐ ☐ Forget Past *(C 1t; R Tch; D Pmt; A 1 Man; S Neg)
☐ ☐ STRENGTH *(C 1t; R Tch; D 6t/L; A 1 Man; S Nil)
☐ ☐ TRUE SEEING *(C 8s; R Tch; D 1r/L; A 12" sight; S Nil)
☐ ☐ False Seeing *(C 8s; R Tch; D 1r/L; A 12" sight; S Nil)

SIXTH LEVEL:

- ☐ ☐ FIND THE PATH *(C 3r; R Tch; D 1t/L; A 1 Crt; S Nil)
☐ ☐ Lose the Path *(C 3r; R Tch; D 1t/L; A 1 Crt; S Neg)
☐ ☐ FORCE SHAPECHANGE *(C 1s; R 12"; D 1st; A 1 Crt/L; S 1/2)
☐ ☐ HEAL *(C 1r; R Tch; D Pmt; A 1 Crt; S Nil)
☐ ☐ Harm *(C 1r; R Tch; D Pmt; A 1 Crt; S Neg)
☐ ☐ IMMUNITY TO WEAPONS *(C 1s; R Tch; D 1r/3L; A 1 Crt; S Nil)
☐ ☐ Vulnerability *(C 1s; R Tch; D 1r/3L; A 1 Crt; S Neg)
☐ ☐ INANIMATE SERVANT *(C 1r; R 6"; D 1hr/L; A 1 servant/L; S Nil)

- ☐ ☐ INSTRUCT *(C 3t; R 0; D Pmt; A 9" rad; S Neg)
☐ ☐ INVISIBILITY TO ENEMIES *(C 1t; R Tch; D 3r/L; A 1 Crt; S Nil)
☐ ☐ LONGEVITY *(C 1day; R 0; D Spl; A SH; S Spl)
☐ ☐ PLANE SHIFT *(C 8s; R Tch; D Pmt; A 1 Crt; S Neg)
☐ ☐ QUICKGROWTH *(C 1r; R 1"; D Pmt; A 1 Plant; S Nil)
☐ ☐ Wither *(C 1r; R 1"; D Pmt; A 1 Plant; S Neg)
☐ ☐ SMITE *(C 1s; R 6"; D 1st; A 2"×2"; S 1/2)
☐ ☐ SPEAK W/ MONSTERS *(C 9s; R 3" rad; D 1r/L; A 1 Type; S Nil)

SEVENTH LEVEL:

- ☐ ☐ ANCIENT CURSE *(C 1t; R 0; D Pmt; A Spl; S Nil)
☐ ☐ ASTRAL SPELL *(C 3t; R Tch; D Spl; A Spl; S Nil)
☐ ☐ COMPEL *(C 1r; R 6"; D Pmt; A 1 Crt; S Neg)
☐ ☐ DIVINE WIND *(C 1t; R 1mi; D 1t/L; A 1/2 sqmi/L; S Nil)
☐ ☐ EXACTION *(C 1r; R 1"; D Spl; A 1Crt; S Spl)
☐ ☐ GATE *(C 5s; R 3"; D Spl; A Spl; S Nil)
☐ ☐ HOLY WORD *(C 1s; R Tch; D Spl; A 3" rad; S Nil)
☐ ☐ Unholy Word *(C 1s; R Tch; D Spl; A 3" rad; S Nil)

- ☐ ☐ QUEST *(C 8s; R 6"; D Spl; A 1 Crt; S Neg)
☐ ☐ Lift Quest *(C 8s; R 6"; D Spl; A 1 Crt; S Nil)
☐ ☐ REINCARNATE *(C 1t; R Tch; D Pmt; A 1 Man; S Nil)
☐ ☐ RESTORE SPIRIT *(C 1r; R Tch; D Pmt; A 1 Crt; S Spl)
☐ ☐ RESURRECTION *(C 1t; R Tch; D Pmt; A 1 Man; S Nil)
☐ ☐ Destruction *(C 1t; R Tch; D Pmt; A 1 Man; S Nil)
☐ ☐ WIND WALK *(C 1r; R Tch; D 6t/L; A Spl; S Nil)

Oriental Adventures

SPELL PLANNER

WUJEN SPELLS Character: _____

Spells Available by Level

_____ 1 _____ 2 _____ 3 _____ 4 _____ 5 _____ 6 _____ 7 _____ 8 _____ 9

Underline all Spells in Spellbook

FIRST:

<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ACCURACY *(C 1r; R 1"; D 1r/L; A 1mis/L; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> MESSAGE *(C 1s; R 6"+1/L; D 5s+1/L; A 1/4" path; S Nil)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Inaccuracy *(C 1r; R 1"; D 1r/L; A 1 Crt; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> PRESTIDIGITATION *(C 3s; R 0; D 1r/L; A WU; S Spl)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ANIMATE WOOD *(C 1r; R Tch; D 1t; A Spl; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Fumble Fingers *(C 3s; R 3"; D 1r/L; A 1 Crt; S Neg)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> CHAMELEON *(C 1r; R Tch; D 2r/L; A 1 Crt; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> READ MAGIC *(C 1r; R 0; D 2r/L; A Spl; S Nil)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> CLOUD LADDER *(C 1r; R 0; D 1-4r+1/L; A 1"/L; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Unreadable Magic *(C 1r; R 0; D 2r/L; A Spl; S Nil)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> COMPREHEND LANGUAGES *(C 1r; R Tch; D 5r/L; A 1tm; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> SECRET SIGNS *(C 1s; R 0; D 1r; A WU+1; S Nil)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Confuse Language *(C 1r; R Tch; D 5t/L; A 1tm; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> SHIELD *(C 1s; R 0; D 5r/L; A WU; S Nil)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> DETECT MAGIC *(C 1s; R 0; D 2r/L; A 1"x6"; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> SPIDER CLIMB *(C 1s; R Tch; D 1r+1/L; A 1 Crt; S Nil)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> DROWSY INSECTS *(C 1r; R 6"; D 1st; A 1/2" sq/L; S Neg)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> STILL WATER *(C 1r; R 1"/L; D 5r/L; A 10" sq/L; S Spl)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ELEMENTAL BURST *(C 3s; R 6"; D 1st; A 1" dia; S 1/2)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Turbulence *(C 1r; R 1"/L; D 5r/L; A 10" sq/L; S Spl)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> FIERY EYES *(C 5s; R 0; D 3r/L; A WU; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> SWIM *(C 1r; R 12"; D 3r/L; A 1 Crt; S Nil)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> GHOST LIGHT *(C 5s; R 12"; D Spl; A 1" sq; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Sinking *(C 1r; R 12"; D 3r/L; A 1 Crt; S Neg)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> HAIL OF STONE *(C 1r; R 12"; D 1st; A 1/2" sq/L; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> UNSEEN SERVANT *(C 1s; R 0; D 6t+1/L; A 3" rad; S Nil)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> HOLD PORTAL *(C 1s; R 2"/L; D 1r/L; A 80 sqft/L; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> VENTRILOQUISM *(C 1s; R Spl; D 2r+1/L; A 1 1tm; S Nil)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> HYPNOTISM *(C 1s; R 3"; D 1r+1/L; A 1-6 Crt; S Neg)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> WALLOFFOG *(C 1s; R 3"; D 2-8r+1/L; A 2 cuin/L; S Nil)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> KNOW HISTORY *(C 1r; R 12"; D 1st; A 1 1tm; S Spl)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> WARP WOOD *(C 4s; R 1"/L; D Pmt; A Spl; S Nil)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> MAGIC MISSILE *(C 1s; R 6"+1/L; D Spl; A Spl; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> WATER PROTECTION *(C 1r; R Tch; D 1-3r+1/L; A 1 Crt; S Nil)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> MELT *(C 1s; R 3"; D 1r/L; A Spl; S Spl)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> WIZARD MARK *(C 1s; R Tch; D Pmt; A 1 sqft; S Nil)

SECOND:

<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ANIMAL COMPANION *(C 1t; R 1mi rad; D Spl; A 1 Crt; S Neg)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Obscure Object *(C 2s; R 2"/L; D 1r/L; A Spl; S Nil)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ANIMATE WATER *(C 1r; R 2"/L; D 1r/L; A 1/2" cu/L; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> MISDIRECTION *(C 2s; R 3"; D 1r/L; A Spl; S Neg)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> APPARITION *(C 1r; R Tch; D 1r/L; A 1 Crt; S Neg)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> OMEN *(C 1r; R 0; D Spl; A Spl; S Nil)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> BIND *(C 2s; R 3"; D 1r/L; A Spl; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> PHANT.FORCE *(C 3s; R 8"+1/L; D Spl; A 8 sqin+1/L; S Spl)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> DETECT EVIL *(C 2s; R 6"; D 5r/L; A 1" path; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> PROT/CHARM *(C 2s; R Tch; D 1r/L; A 1 Crt; S Nil)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Detect Good *(C 2s; R 6"; D 5r/L; A 1" path; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> PYROTECHNICS *(C 21; R 12"; D Spl; A Spl; S Nil)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> DETECT INVISIBILITY *(C 2s; R 1"/L; D 5r/L; A 1" path; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ROPETRICK *(C 2s; R Tch; D 2t/L; A Spl; S Nil)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ENCHANTED BLADE *(C 1t; R Tch; D Spl; A 1 Crt; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> SMOKE SHAPE *(C 1r; R Tch; D 1r/L; A 1 cuft/L; S Nil)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ESP *(C 2s; R Spl; D 1r/L; A 1 Crt; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> SMOKY FORM *(C 1r; R Tch; D 1t/L; A 1 Crt; S Nil)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> FIRE SHURIKEN *(C 3s; R 6"; D 1st; A Spl; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> STINKING CLOUD *(C 2s; R 3"; D 1r/L; A 2" cu; S Spl)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> FOG CLOUD *(C 2s; R 1"; D 4r+1/L; A 4"x2"x2"; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> STRENGTH *(C 1r; R Tch; D 6t/L; A 1 Man; S Nil)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> HYPNOTIC PATTERN *(C 2s; R 0; D Spl; A 3"x3"; S Neg)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> VOCALIZE *(C 1r; R Tch; D 5r; A 1 Caster; S Nil)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ICE KNIFE *(C 1r; R 12"; D 1st; A 1+ Crt w/in 1/2"; S Neg)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> WHIP *(C 2s; R 1"; D 1r/L; A Spl; S Spl)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> INVISIBILITY *(C 2s; R Tch; D Spl; A 1 Crt; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> WHISPERING WIND *(C 2s; R Spl; D Spl; A 2" rad; S Nil)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> KNOCK *(C 1s; R 6"; D Spl; A 10 sqft/L; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> WIND BREATH *(C 1r; R 0; D 1st; A Cone 6"x3"; S 1/2)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> LOCATE OBJECT *(C 2s; R 2"/L; D 1r/L; A Spl; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> WIZARD LOCK *(C 2s; R Tch; D Pmt; A 30 sqft/L; S Nil)

THIRD:

<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ANIMATE FIRE *(C 1r; R 1"/L; D 1t/L; A 1 cuft/L; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ILLUSIONARY SCRIPT *(C Spl; R Spl; D Pmt; A 1 Crt; S Nil)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> CLOUDBURST *(C 5s; R 1"/L; D 1r; A 3"x6"; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> IMP.PHANT.FORCE *(C 2s; R 6"+1/L; D Spl; A 4 sq"+1/L; S Nil)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> COMMUNE W/LESSER SPIRIT *(C 1t; R 1"; D Spl; A Spl; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> MAGNETISM *(C 3s; R 6"; D 3r/L; A 3" rad; S Neg)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> DETECT SHAPECHANGER *(C 1r; R 6"; D 3r/L; A 1 Crt/L; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Demagnetize *(C 3s; R 6"; D 3r/L; A 3" rad; S Neg)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> DISGUISE *(C 1t; R 0; D 1t/L; A WU; S Spl)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> MEMORY *(C Spl; R 1"; D Pmt; A 1 Crt; S Neg)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> DISPEL MAGIC *(C 3s; R 12"; D Pmt; A 3" cu; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Erasure *(C Spl; R 1"; D Pmt; A 1 Crt; S Neg)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> FABRICATE *(C Spl; R 1/2"/L; D Pmt; A 1 cuyd/L; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> PROT/NORMAL MISSILES *(C 3s; R Tch; D 1t/L; A 1 Crt; S Nil)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> FACE *(C 1t; R Tch; D 2t/L; A 1 Crt; S Spl)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> SCRY *(C 1t; R 0; D 3r/L; A 36"/L; S Nil)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Lose Face *(C 1t; R Tch; D 2t/L; A 1 Crt; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> STATUE *(C 7s; R Tch; D 6t/L; A 1 Crt; S Spl)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> FEIGN DEATH *(C 1s; R Tch; D 6r+1/L; A 1 Crt; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> STEAMBREATH *(C 1r; R 0; D 1st; A Cone 3"x2"; S 1/2)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> FIRE RAIN *(C 5s; R 24"; D 1st; A 3" sq; S 1/2)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> SUGGESTION *(C 3s; R 3"; D 6t+6/L; A 1 Crt; S Neg)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> FIRE WINGS *(C 1r; R 0; D 1t; A WU; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> TONGUES *(C 3s; R Tch; D 1r/L; A 6" dia; S Nil)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> HASTE *(C 3s; R 12"; D 3r+1/L; A 1 Crt/L w/in 4"sq; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Babble *(C 3s; R Tch; D 1t/L; A 6" dia; S Neg)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> HOLD PERSON *(C 3s; R 12"; D 2r/L; A 1-4 Men; S Neg)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> WOOD SHAPE *(C 1r; R Tch; D Pmt; A 1 cuft/L; S Nil)

FOURTH:

<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> BARGAIN *(C 1r; R 1"; D 1st; A 1 Spirit; S Neg)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> POLYMORPH OTHER *(C 4s; R 1/2"/L; D Pmt; A 1 Crt; S Neg)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> CONFUSION *(C 4s; R 12"; D 2r+1/L; A 6"x6"; S Neg)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> POLYMORPH SELF *(C 3s; R 0; D 2t/L; A WU; S Nil)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> DANCING BLADE *(C 1r; R 1"; D 1r/L; A 1 Crt; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> QUELL *(C 3s; R 3"; D Pmt; A HD/L=WU; S Neg)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> DIMENSION DOOR *(C 1s; R 0; D Spl; A WU; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> REMOVE CURSE *(C 4s; R Tch; D Pmt; A Spl; S Spl)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> DISPEL ILLUSION *(C 1s; R 1"/L; D Pmt; A Spl; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Bestow Curse *(C 4s; R Tch; D 1t/L; A 1 Crt; S Neg)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> DREAM VISION *(C 1t; R Tch; D Spl; A 1 Crt; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> REVERSE FLOW *(C 1t; R 6"; D 6t/L; A 1/4 sqmi/L; S Nil)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Nightmare *(C 1t; R Tch; D Spl; A 1 Crt; S Neg)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Resume Flow *(C 1t; R 6"; D 6t/L; A 1/4 sqmi/L; S Nil)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ELEMENTAL TURNING *(C 5s; R Tch; D 1d4+4r; A 6" rad; S Neg)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> SHOUT *(C 1s; R 0; D 1st; A Cone 3"x1"; S Neg)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> EMOTION *(C 4s; R 1"/L; D Spl; A 4"x4"; S Neg)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> SPECTRAL FORCE *(C 3s; R 6"+1/L; D Spl; A 4"sq+1/L; S Spl)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> FIRE ENCHANTMENT *(C 1r; R 24"; D 1st; A 1" rad; S Neg)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> TRANSFIX *(C 1r; R 12"; D Spl; A 2" sq; S Neg)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> IMP. INVISIBILITY *(C 4s; R Tch; D 4r+1/L; A 1 Crt; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> VENGEANCE *(C 1r; R 0; D 1r/L; A WU; S Nil)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> MELT METAL *(C 1r; R Tch; D 1r/L; A 1 cuin/L; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> WALLOFBONES *(C 1r; R 6"; D 1t; A 10" sqx1/2/L; S Nil)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> MINOR CREATION *(C 1r; R 0; D 6t/L; A Spl; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> WALLOFFIRE *(C 4s; R 6"; D Spl; A Spl; S Nil)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> PLANT GROWTH *(C 4s; R 1"/L; D Pmt; A 1"x1"/L; S Nil)	



FIFTH

- ☐ ☐ AIMING AT THE TARGET *(C 3s; R 0; D Spl; A WU; S Nil)
☐ ☐ ANIMAL GROWTH *(C 5s; R 6"; D 1r/L; A 1-8 Ani w/in 8"; S Nil)
☐ ☐ Animal Diminution *(C 5s; R 6"; D 1r/L; A Spl; S Nil)
☐ ☐ ANIMATED DEAD *(C 5s; R 1"; D Pmt; A 1 Dead/L; S Nil)
☐ ☐ CONE OF COLD *(C 5s; R 0; D Ist; A Spl; S 1/2)
☐ ☐ CONJURE ELEMENTAL *(C 1t; R 6"; D 1t/L; A Control 3"/L; S Nil)
☐ ☐ CREEPING DARKNESS *(C 5s; R 24"; D 3r/L; A 30 cuft; S Nil)
☐ ☐ DISMISSAL *@ (C 1r; R 1"; D Pmt; A 1 Crt; S Neg)
☐ ☐ Beckon *(C 1r; R Spl; D Pmt; A 1 Crt; S Neg)
☐ ☐ FIRE BREATH *(C 1r; R 0; D Ist; A Cone 3" x 1 1/2"; S 1/2)
☐ ☐ IRONWOOD *(C 1r; R Tch; D Pmt; A 1 cuft/L; S Nil)
☐ ☐ MAJOR CREATION *(C 1t; R 1"; D 6t/L; A Spl; S Nil)
☐ ☐ MASS *(C 1r; R 6"; D 5r+1/L; A 1 cuft/L w/in 10sqft; S Neg)
☐ ☐ METAL SKIN *(C 5s; R Tch; D 2-8t; A 1 Crt; S Nil)

- ☐ ☐ PASS WALL *(C 5s; R 3"; D 6t+1/L; A Spl; S Nil)
☐ ☐ SERVANT HORDE *(C 1s; R 0; D 6t+2/L; A 6" rad; S Nil)
☐ ☐ SHADOW DOOR *(C 2s; R 1"; D 1r/L; A Spl; S Nil)
☐ ☐ SPIRIT SELF *(C 3s; R 0; D 3-12r; A 24" rad; S Nil)
☐ ☐ STONE SHAPE *(C 1r; R Tch; D Pmt; A 1 cuft/L; S Nil)
☐ ☐ SWORD OF DECEPTION *(C 4s; R 6"+1/L; D 1r/L; A 1 Crt; S Nil)
☐ ☐ TELEKINESIS *(C 5s; R 1"/L; D 2r+1/L; A 250gp w/L; S Nil)
☐ ☐ WALL OF FORCE *(C 5s; R 3"; D 1t+1r/L; A 20 sqft/L; S Nil)
☐ ☐ WALL OF IRON *(C 5s; R 1 1/2"/L; D Pmt; A Spl; S Nil)
☐ ☐ WALL OF STONE *(C 5s; R 1 1/2"/L; D Pmt; A Spl; S Nil)
☐ ☐ WATER TO POISON *(C 1r; R Tch; D 3t; A 1 cuin/L; S Nil)
☐ ☐ Poison to Water *(C 1r; R Tch; D 3t; A 1 cuin/L; S Nil)
☐ ☐ WOOD ROT *(C 3s; R 3"; D Pmt; A Spl; S Neg)
☐ ☐ Prevent Rot *(C 3s; R 3"; D Pmt; A Spl; S Nil)

SIXTH

- ☐ ☐ AURA *(C 1r; R 0; D 1t; A 1mi dia/L; S Nil)
☐ ☐ Mask *(C 1r; R 0; D 1t; A 1mi dia/L; S Nil)
☐ ☐ CONTROL WEATHER *(C 1t; R 0; D 4-24hr; A 4-16 sqmi; S Nil)
☐ ☐ DISINTEGRATE *(C 6s; R 1 1/2"/L; D Pmt; A Spl; S Neg)
☐ ☐ ENCHANT ITEM *(C Spl; R Tch; D Spl; A 1 Itm; S Neg)
☐ ☐ GAMBLER'S LUCK *(C 1s; R Tch; D 1t/L; A 1 Crt; S Nil)
☐ ☐ GEAS *(C 4s; R Tch; D Spl; A 1 Crt; S Nil)
☐ ☐ GLASSEE *(C 1r; R Tch; D 1r/L; A Spl; S Nil)
☐ ☐ LOWER WATER *(C 1t; R 8"; D 5r/L; A 1/2" x 1/2" sq/L; S Nil)
☐ ☐ Raise Water *(C 1t; R 8"; D 5r/L; A 1/2" x 1/2" sq/L; S Nil)
☐ ☐ MASS SUGGESTION *(C 6s; R 3"; D 4t+4/L; A 1 Crt/L; S Neg)
☐ ☐ METAL TORUST *(C 1r; R 0; D Pmt; A 1/2 cuft/L; S Spl)
☐ ☐ Rust to Metal *(C 1r; R 0; D Pmt; A 1/2 cuft/L; S Spl)
☐ ☐ MOVE EARTH *(C Spl; R 1"/L; D Pmt; A Spl; S Nil)

- ☐ ☐ PAIN *(C 1s; R 6"; D Ist; A HD/L=WU; S Nil)
☐ ☐ PART WATER *(C 1t; R 2"/L; D 1t/L; A Spl; S Nil)
☐ ☐ PERMILLUSION *(C 6s; R 1"/L; D Pmt; A 4" sq+1/L; S Spl)
☐ ☐ PROGRAMMED ILL *(C 6s; R 1"/L; D Spl; A 4" sq+1/L; S Spl)
☐ ☐ REPULSION *(C 6s; R 1"/L; D 1r/L; A 1" path; S Nil)
☐ ☐ SPEAK W/DEAD *(C 1t; R 1"; D Spl; A 1 Crt; S Nil)
☐ ☐ SPIRIT WRACK *(C Spl; R 1"+1"/L; D Spl; A Spl; S Spl)
☐ ☐ STONE TO FLESH *(C 6s; R 1"/L; D Pmt; A 9 cuft/L; S Spl)
☐ ☐ Flesh to Stone *(C 6s; R 1"/L; D Pmt; A 1 Crt; S Neg)
☐ ☐ SWORD OF DARKNESS *(C 5s; R 6"; D 1r/L; A 1 Crt; S Nil)
☐ ☐ TRUE SIGHT *(C 1r; R Tch; D 1r/L; A 6" sight; S Nil)
☐ ☐ VEIL *(C 3s; R 1"/L; D 1t/L; A 2" x 2"/L; S Nil)
☐ ☐ VESSEL *(C 1t; R 2"; D 1-3t+2/L; A Spl; S Nil)
☐ ☐ WARP STONE *(C 1r; R 12"; D Pmt; A 1/2 cuft/L; S Nil)

SEVENTH

- ☐ ☐ BODY OUTSIDE BODY *(C 1s; R 1"; D 1r/2L; A 1 dupe/5L; S Nil)
☐ ☐ COMMUNE WITH GREATER SPIRIT *(C 1t; R 0; D Spl; A Spl; S Nil)
☐ ☐ DUO-DIMENSION *(C 7s; R 0; D 3r+1/L; A WU; S Nil)
☐ ☐ ELEMENTAL SERVANT *(C 1t; R 0; D Spl; A 1 Crt; S Neg)
☐ ☐ ICE BLIGHT *(C 1t; R 0; D 1day/L; A 1/2 mi dia/L; S Nil)
☐ ☐ Drought *(C 1t; R 0; D 1day/L; A 1/2 mi dia/L; S Nil)
☐ ☐ LIMITED WISH *(C Spl; R UnLtd; D Spl; A Spl; S Spl)

- ☐ ☐ OBEDIENCE *(C 1r; R Tch; D Spl; A 1 Crt; S Neg)
☐ ☐ POWER WORD: STUN *(C 1s; R 1 1/2"/L; D Spl; A 1 Crt; S Nil)
☐ ☐ REANIMATION *(C 1r; R Tch; D 1day/L; A 1 Crt; S Spl)
☐ ☐ TOOL *(C 1s; R 0; D Pmt; A 3 cuft/L; S Nil)
☐ ☐ VANISH *(C 2s; R Tch; D Spl; A Spl; S Nil)
☐ ☐ WITHERING PALM *(C 4s; R Tch; D Ist; A 1 Crt; S 1/2)

EIGHTH

- ☐ ☐ ANTIPATHY *(C 6t; R 3"; D 12t/L; A Spl; S Spl)
☐ ☐ Sympathy *(C 6t; R 3"; D 12t/L; A Spl; S Spl)
☐ ☐ CALL *(C 1t; R 0; D Ist; A 1 Crt; S Neg)
☐ ☐ CLOUD TRAPEZE *(C 5s; R 0; D 1t; A WU+1 Crt/L; S Nil)
☐ ☐ FINDING THE CENTER *(C 1s; R 0; D 1t; A WU; S Nil)
☐ ☐ GIANT SIZE *(C 1t; R 0; D 2-8r; A WU; S Nil)
☐ ☐ Minute Form *(C 1t; R 0; D 2-8r; A WU; S Nil)
☐ ☐ INCENDIARY CLOUD *(C 2s; R 3"; D 1d6 +4t; A Spl; S 1/2)

- ☐ ☐ MIND BLANK *(C 1s; R 3"; D 1 day; A 1 Crt; S Nil)
☐ ☐ PERMANENCY *(C 2r; R Spl; D Pmt; A Spl; S Nil)
☐ ☐ POLYMORPH ANY OBJECT *(C 1r; R 1 1/2"/L; D Spl; A 1 Itm; S Spl)
☐ ☐ POWER WORD: BLIND *(C 1s; R 1 1/2"/L; D Spl; A 3" dia; S Nil)
☐ ☐ SUMMONING WIND *(C 1t; R 0; D Ist; A Spl; S Nil)
☐ ☐ SURE LIFE *(C 1r; R 0; D 2-8r; A WU; S Nil)
☐ ☐ SYMBOL *(C 8s; R Tch; D Spl; A Spl; S Spl)
☐ ☐ WHIRLWIND *(C 1t; R 48"; D 2-7r; A Cone 36" x 12"; S 1/2)

NINTH

- ☐ ☐ ASTRAL SPELL *(C 9s; R Tch; D Spl; A Spl; S Nil)
☐ ☐ CRYSTAL BRITTLE *@ (C 9s; R Tch; D Pmt; A 2 cuft/L; S Spl)
☐ ☐ GATE *(C 9s; R 3"; D Spl; A Spl; S Nil)
☐ ☐ IMPRISONMENT *(C 9s; R Tch; D Pmt; A 1 Crt; S Nil)
☐ ☐ Freedom *(C 9s; R Spl; D Pmt; A 1 Crt; S Nil)
☐ ☐ INSTANT REGENERATION *(C 1r; R Tch; D Ist; A 1 Crt; S Nil)
☐ ☐ INTERNAL FIRE *(C 1r; R 6"; D Ist; A HD/L=WU; S Nil)

- ☐ ☐ PLANAR CALL *(C 1t; R 0; D Ist; A 1 Crt; S Spl)
☐ ☐ POWER WORD: KILL *(C 1s; R 1/4"/L; D Pmt; A 2" dia; S Nil)
☐ ☐ SHAPE CHANGE *(C 9s; R 0; D 1t/L; A WU; S Nil)
☐ ☐ SUMMON SPIRIT *(C 1t; R 0; D 1t; A 1 Spirit; S Neg)
☐ ☐ TIME STOP *(C 9s; R 0; D 1d8s+1/2s/L; A 250" sphere; S Nil)
☐ ☐ TSUNAMI *(C 1t; R 1rni; D 2t; A Wave 5" x 10"/L; S 1/2)
☐ ☐ WISH *(C Spl; R UnLtd; D Spl; A Spl; S Spl)

FOLLOWING are some examples of how you might organize the special information for various character classes.

(Cleric)	(Thief)	(Cavalier)	(Monk)
<u>Spells:</u> Turn/Undead	<u>Backstab:</u> PP-30	<u>#AT = +5 Lvls Mount</u>	<u>1st - KI - 1/2 Dmg OL-25</u>
<u>1st 7+3 Skt D* Mum T</u>	<u>(+4 to Hit) OL-25</u>	<u>+1Dmg/Lvl=Lance 3rd Vanlf-Mount</u>	<u>3rd - Speak w/ Ani F/RT-20</u>
<u>2nd 7+2 Zom D* Spc T</u>	<u>x2 Dmg (L1-4) F/RT-20</u>	<u>1 wpn + 1hd Parry sth + 2" Speed</u>	<u>4th - Fall 20'</u>
<u>3rd 7+2 Ghl D* Vmp 4</u>	<u>x3 Drg (L5-8)</u>	<u>(+All Bonuses) 7th Ride Pegasus</u>	<u>ESP (30%) MS-15</u>
<u>4th 6 Shd D* Ght 7</u>	<u>x4 Dmg (L9-12) MS-15</u>	<u>_____</u>	<u>_____ 4/5-10</u>
<u>5th 5 Wgt D Lch 10</u>	<u>x5 Dmg (L13+) 4/5-10</u>	<u>85% Avoid Dismount</u>	<u>_____</u>
<u>6th 3 Gst D Spl 13</u>	<u>_____</u>	<u>Avoid Injury</u>	<u>_____ 4/R-10</u>
<u>7th 1 Wrt D _____</u>	<u>_____ 4/R-10</u>	<u>_____</u>	<u>_____ CL-85</u>
<u>_____</u>	<u>_____ CW-85</u>	<u>_____</u>	<u>_____ SR-</u>
<u>_____</u>	<u>_____ RD-</u>	<u>_____</u>	<u>_____</u>
<u>_____</u>	<u>_____</u>	<u>_____</u>	<u>_____</u>
<u>_____</u>	<u>_____</u>	<u>_____</u>	<u>_____</u>
<u>_____</u>	<u>_____</u>	<u>_____</u>	<u>_____</u>

Abbreviations

“	= Scale size; in a building this equals 10 feet, outdoors it equals 10 yards.	Dmg	= Damage	rad	= Radius
,	= Feet	DR	= Druid	RX	= Reaction or attitude modifiers; the abbreviations may be used to denote general tendencies.
The following abbreviations identify the book in which details may be found.		ft	= Feet	F	= Friendly,
!	= AD&D® Players Handbook	gpw	= Gold piece weight; the average weight of any coin is 1/10th of a pound	N	= Neutral, and
@	= AD&D® Unearthed Arcana	HD	= Hit Dice	H	= Hostile.
*	= AD&D® Oriental Adventures	hp	= Hit points	s	= A game segment; 6 seconds
A	= Area of Effect	hr	= Hour	S	= Save effect
AC	= Armor Class	Hvy	= Heavy encumbrance	S ½	= Effects of attack is halved if Save is successful.
Adj	= Adjustment; bonus or penalty modifiers	IL	= Illusionist	Save	= Saving throw
Ani	= Animal	in	= Inches	SH	= Shukenja
#AT	= Number of attacks in one round	Int	= Intelligence	Spl	= Special; see the appropriate book for details
C	= Casting Time; the gametime it takes to cast a spell	Ist	= Instantaneous	sq	= Square
Chr	= Charisma	Itm	= An item; any object or creature	Str	= Strength
CL	= Cleric	L	= Level	t	= A game turn; 10 minutes
Cms	= Comeliness	Load	= Loaded encumbrance	Tch	= Touch
Con	= Constitution	Man	= Any intelligent creature who is defined as a “person” by the rules	THAC0	= To Hit AC0; subtract the foe’s AC from this score to determine the number needed to hit
Cone	= A cone; measured in length × width of far end	Max	= Maximum encumbrance	w/	= With
Crt	= Any creature; intelligent or not	mi	= Miles	Wis	= Wisdom
cu	= Cubic shape	MU	= Magic-User	wk	= A week
Cyl	= A cylinder; measured by height × diamater	Neg	= Negates the effect	Wpn	= Weapon
D	= Duration	Nil	= No saving throw allowed	WU	= Wu Jen
Def	= Defenses	NPC	= Non-Player Character	SPELLS	that are capitalized are normal spells.
Dex	= Dexterity	Obj	= Any inanimate object	Spells	in lower case are the <i>reverse</i> of the preceding spell.
dia	= Diameter	Pmt	= Permanent		
		r	= A game round; 1 minute		
		R	= Range		

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